

CITADEL MINIATURES

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**GAMES
WORKSHOP**



Presented by
AXIS



TAU CRISIS BATTLESUIT



**CITADEL
MINIATURES**

2001 HOLIDAY CATALOG

WARHAMMER® 40,000

✠ In The Grim Darkness Of The Far Future, There Is Only War! ✠



FUTURISTIC BATTLES IN A BOX!

Warhammer 40,000 brings the war-torn universe of the 41st Millennium straight onto your tabletop - the ceaseless din of gunfire, thunderous explosions, the rumble of passing tanks, and the high-pitched whining of anti-gravitic motors screaming overhead. You are in command of squad after squad of battle-hardened warriors, futuristic vehicles and devastating war machines. Using Citadel Miniatures, Warhammer 40,000 turns any flat surface into an action-packed battlefield. You make the decisions - advancing under covering fire, bold hit-and-run tactics. In the grim darkness of the far future there is only war! Will you survive?

Inside the box you find:

- 20 Dark Eldar Warriors
- 10 Space Marine Tactical Troops
- 1 Space Marine Land Speeder
- 2 Gothic Ruins
- Jungle Trees
- Weapon Templates
- Range Rulers
- Dice and More!

THE START OF SOMETHING HUGE!

The main Warhammer 40,000 boxed game contains everything you need to start playing in the box: you get the 288 page rulebook and enough miniatures to start building two armies, the evil Dark Eldar and the valiant Space Marines. However, this is only a taste of the vast gaming possibilities open to you in the universe of the 41st millennium. There are millions of inhabitants all across the galaxy, and they're more than ready to take up arms in your army. There are over a dozen armies for you to choose from and hundreds of miniatures to represent them (you only get a small sampling of them here in this catalog). Once you dig a little deeper into the rulebook and the Warhammer 40,000 Codexes, you'll find a wealth of information at your disposal. After you've learned a little, you can decide to expand your gaming experience with new armies, special characters, special rules, and more. Take a look at the next page for all sorts of tips on broadening your Warhammer 40,000 horizons.



ARMY DEALS!

Throughout this Holiday Catalog are Bundle or Army Deals - these are available through Games Workshop Mail Order but will also be honored by Games Workshop Hobby Centers and better Rogue Trader Stores. Ask your local retailer for more information.

GETTING STARTED

This is a great way to start playing Warhammer 40,000. The 40K Battle Forces give you all the core troops needed to start building a brand new army! This Warhammer 40,000 deal includes:

- The Warhammer 40,000 Boxed Game
- Your choice of any **Battle Force Boxed Set**
(Mail Order will make Battle Force deals for each army without one)
- And their corresponding **Codex: Book**

PLUS!

Get a **Squad Box Set** (up to a \$25.00 US/\$32.00 CDN) or **Starter Warhammer 40,000 Paint Set** **ABSOLUTELY FREE!**

ALL FOR ONLY
\$179.97 US - \$240.00 CDN

**MORE DEALS
ON THE
BACK COVER!**

A WEALTH OF INFORMATION

The universe of the 41st Millennium is filled with a variety of different creatures, and for the full scoop on any army there's no better place to look for all the detailed information than the Warhammer 40,000 Codex army book series. While you can play with the lists in the boxed game, the Codex series allows you to create truly incredible forces above and beyond the basic armies. Each volume contains the complete army list for your chosen battle force with every troop type, every weapon, and all the battle gear available to them. They're also jammed full of background information, special rules, and characters.

Codex army books even include a special section containing all kinds of hints and tips on collecting, painting and playing your army. There will be a Codex for every Warhammer 40,000 army. The latest addition, Codex: Tau is available now and on the store shelves!

FAST RECRUITING

Battle Forces are available for nearly every 40K army. They provide an excellent core force in one tidy package. Check out the great Mail Order deal and get your chosen army's battle force and start recruiting today!

GATHERING THE TROOPS

Before you can play Warhammer 40,000, you've got to put together an army to fight your battles. So you don't go flying off haphazardly buying all kinds of miniatures, you should sit down and put a little thought into what army it is you want to collect. While your head may spin when confronted with the wide array of troops at your disposal, don't be confused, there's more than enough information available here to make your decision quite a bit easier.



WHERE TO BEGIN

When choosing your army, the most obvious place to start looking is right in front of you - this very catalog! Throughout these pages you'll find all sorts of information about each and every army for Warhammer 40,000. We've provided some rules samples, as well as painting, collecting, and playing advice for just about everybody. For more in-depth write-ups of all the armies, look to the Warhammer 40,000 rulebook from the boxed game or to the one of the Codex army books. Each book contains an army list and background information for many of the armies available to collect. If that's not quite enough for you, check with your local Games Workshop Hobby Center or Rogue Trader Store to get some more advice and information on choosing an army. If you still haven't quenched your thirst for knowledge, you can check out the Games Workshop website at www.games-workshop.com or even give a call to the Games Workshop Mail Order. They're staffed with people who are always eager to help you with any questions or problems you have collecting your Warhammer 40,000 army.



A picture of the Space Marine Battle Force Boxed Set contents.



TAU



FIRE WARRIORS SQUAD

▲ The Fire Caste are the warriors of Tau society, defending the empire from all who oppose the Greater Good. Armed with their pulse rifles, the Fire Warriors can lay down a hail of deadly firepower upon their foes.

PATHFINDER SHAS'UI

► The Shas'ui are the leaders of each fighting squad, warriors who have proven their martial prowess.



PATHFINDERS

▲ Pathfinder teams are utilized to target the most dangerous enemies to be eradicated. They are the masters of positioning, able to get in and around the enemy at will without detection. They are invaluable to coordinate attacks with other Tau squads and vehicles.



XV-88 BROADSIDE BATTLESUIT

▲ The most heavily armed of the Tau ground troops, the Broadside Battlesuits are worn by experienced veterans who have earned this great honor by engaging the most perilous foes and coming out victorious.



DEVILFISH TROOP CARRIER

▲ The Devilfish is capable of carrying up to twelve Tau Fire Warriors into battle and then offer some supporting fire with its deadly burst cannon. Countless Fire Warriors have relied on the Devilfish to transport them quickly and safely into position before unleashing their massive firepower upon the enemy.



HAMMERHEAD GUNSHIP

▲ A tank variant of the Devilfish Troop Carrier, the Hammerhead Gunship wields massive primary and secondary weapons systems capable of bringing entire armies to their knees.



XV8 'CRISIS' BATTLESUIT

▲ Worn by fierce, veteran warriors, the 'Crisis' Battlesuits are equipped with a stunning array of weaponry and technology. By utilizing a type of advanced jump pack, the Battlesuit squads can quickly engage and dispose of the foe for the Greater Good.



KROOT CARNIVORE SQUAD

▲ The Kroot are a barbaric and feral race, a society long ago incorporated into the Tau empire. In exchange for the protection that the highly technologically advanced Tau can give, the Kroot provide exclusive mercenary squads to the Fire Caste. The Kroots excel at fighting in close quarters, a trait which is a fine complement to the Tau's more long-range style of combat.



COMMANDER O'SHOVAH

▲ Commander O'Shovah is the leader of the renegade Farsight enclave of Fire caste warriors. In battle he rejects the Tau battle plan and prefers close combat fighting to a long range battle. His preferred weapon, the Dawn Blade, is a huge artifact of alien origin that crackles with ancient energies of bloodlusting fury.



AUN'SHI

▲ Aun'shi is one of the most inspiring presences on the battlefield for the entire Tau empire. A dedicated student of fighting, Aun'shi is a master of the blade.



STEALTH TEAM

▲ Acting completely independent of the Tau army's battleplan, the Stealth Team can infiltrate the enemy lines and maneuver into positions and attack isolated enemy squads. They are perfect for disrupting any opponent's tactical advance!



KROOTOX

▲ The lumbering Krootox is certainly terrifying to behold in its own right, not to mention the huge gun mounted upon its shoulders! They can join Carnivore squads to give supporting fire to the attack.

TAU ETHEREALS

► Tau Ethereals are the mysterious leaders of Tau society. All castes obey and revere them with unquestionable loyalty, willing to lay down their very lives at a single request. No one knows how they came into power, but their mere presence on the battlefield inspires the Tau to feats of astounding bravery.



KROOT HOUNDS

▲ The vicious evolutionary cousins to the Kroot, Kroot Hounds travel in packs connected to Kroot Carnivore squads. They are exceptionally vicious, and will attack just about any creature they see. They will relentlessly pursue falling back foes, eager for blood.



KROOT SHAPER

▲ The Shapers are leaders of Kroot Carnivore squads, carefully choosing which enemies they devour.



TAU BATTLE FORCE

◀ This box contains enough models for an entire Tau army. Inside you'll find: one squad of Tau Fire Warriors, one Kroot Carnivore Squad, one squad of Drones, one team of three XV8 'Crisis' Battlesuits and a sprue of jungle trees. This is the perfect force to start fighting your own battles "For the Greater Good!"

CHAOS SPACE MARINES®



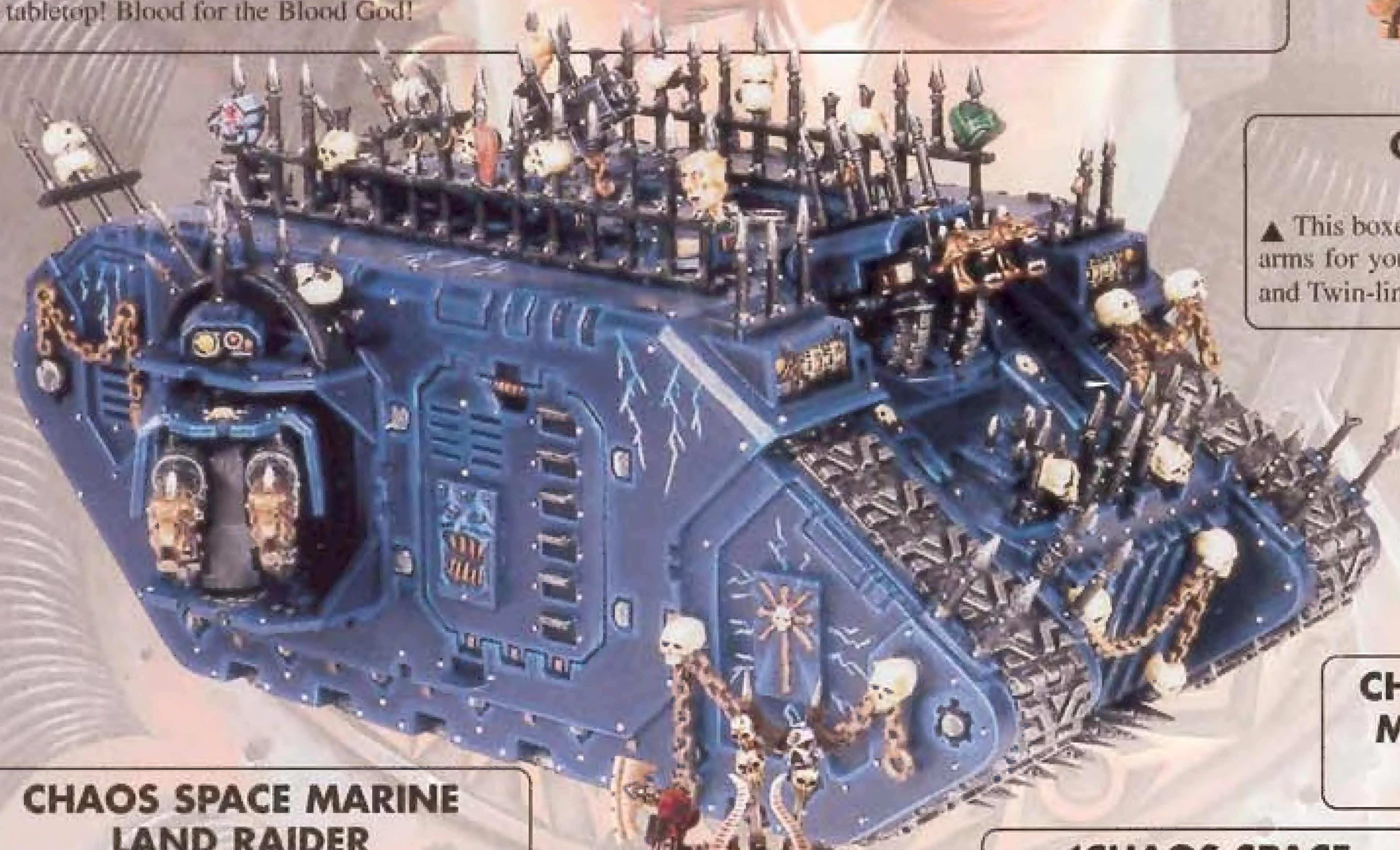
KHORNE BERZERKERS

▲ These Plastic Khorne Berzerkers can be posed in dozens of different positions. If you like to shred your enemy's forces in an assault, then a few units of Khorne Berzerkers will make sure that you see more than enough gore on the tabletop! Blood for the Blood God!



CHAOS SPACE MARINE DREADNOUGHT

▲ This boxed set comes packaged with six different weapon arms for you to choose from. The Twin-linked Autocannon and Twin-linked Heavy Bolter are not pictured.



CHAOS SPACE MARINE LAND RAIDER

▲ Many of the vehicles used by the Chaos Space Marines date back 10,000 years to the founding of the Imperium. Of these, the Land Raider is the largest and most deadly, able to transport a squad of Chaos Space Marines or Chaos Space Marines Terminators into battle within its near-impenetrable hull.

CHAOS SPACE MARINE ICON BEARER



CHAOS SPACE MARINE LORD



CHAOS SPACE MARINES

▲ Plastic Chaos Space Marines are an economically evil way to ravage the Imperium. These awesome models are also great for making massively mutated conversions.



CHAOS SPACE MARINE BIKE SQUADRON

▲ Chaos Space Marine Bikes make an excellent flanking force for supporting your main units of troops. Tie your opponent down with a tough unit of Khorne Berzerkers, then crush your enemy's flank with the Chaos Space Marine Bikers.

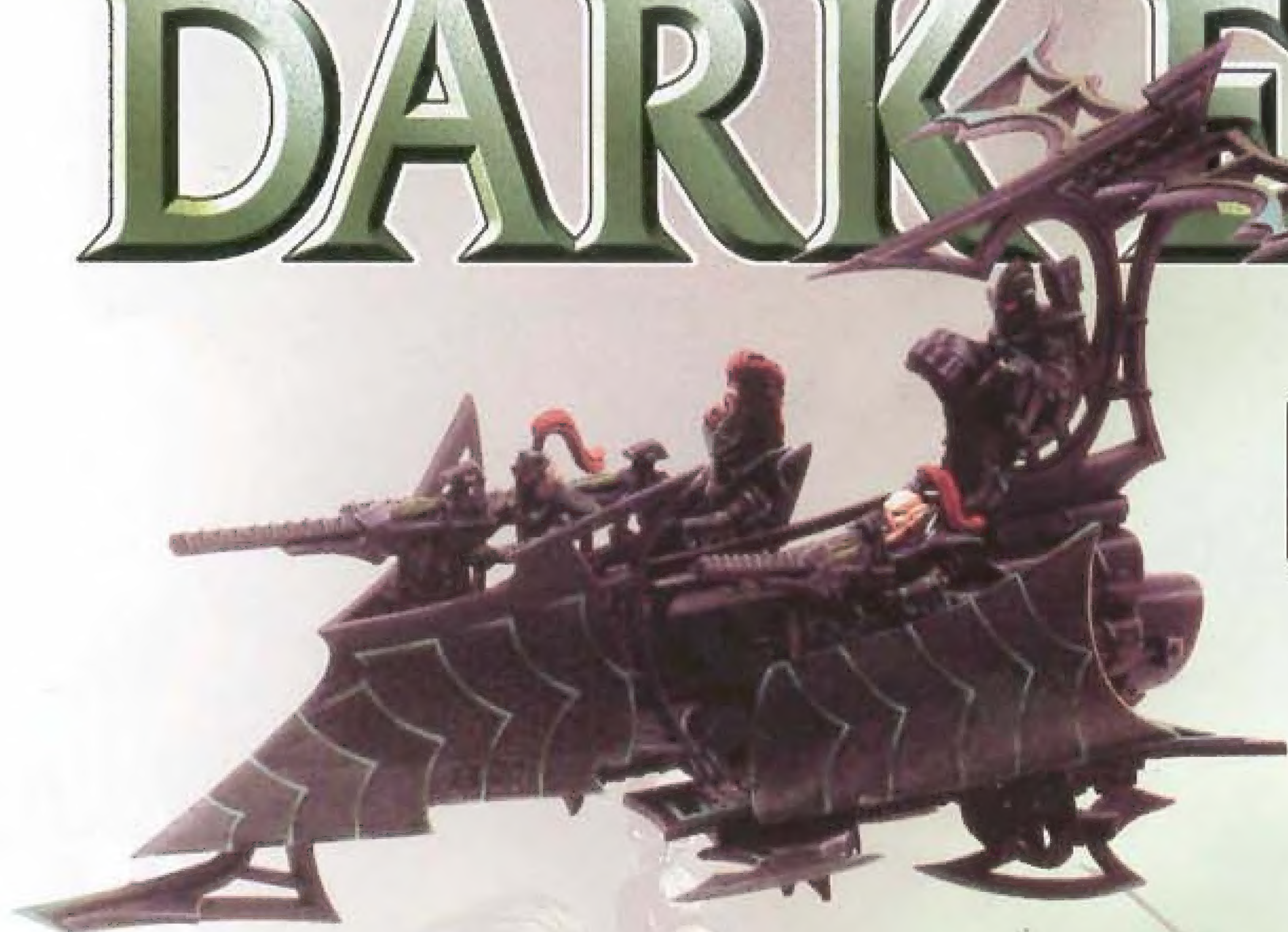
CHAOS SPACE MARINE TERMINATORS

► Chaos Space Marine Terminators have the ability to teleport into combat. Combined with a massive variety of heavy weapons, and incredible fighting prowess, these Elites are one of the most deadly units of troops in the service of Chaos.



DARK ELDAR

DARK ELDAR



DARK ELDAR RAVAGER

◀ The Ravager is the bane of any tank commander. Combining the speed of the troop carrying Raider with three dark lances (which can be upgraded to disintegrators) makes this vehicle a force to be reckoned with.



DARK ELDAR JETBIKE

▲ Riding ultra-fast jetbikes, Reavers combine speed with excellent skill at close-quarter fighting. They race ahead of the main Dark Eldar attack, slicing through enemy squads without pause. Fast, sleek, and deadly says it all!



DARK ELDAR WARRIORS

▲ Dark Eldar armies are ideal for launching army-crushing pincer attacks. By using high-speed vehicles like Reaver Jetbikes and Raider transports on the flanks, combined with high pressure firepower in the center, this tactic can squeeze the enemy forces like an overripe tomato in a vice.



DARK ELDAR WYCHES

▲ Each Dark Eldar Wych unit has the ability to upgrade one Wych model to carry a razorsnare and falchion, one with hydraknives, and one model with a shardnet and impaler at no additional cost. These expert warriors are veterans of the murderous gladiatorial pits, making each unit even more deadly with their unique combat skills!

▼ DARK ELDAR LORD



DARK ELDAR TALOS

▲ Powered by the victims it captures and tortures within itself, this mechanized monstrosity lashes out in all directions with its massive claws and deadly salvos from its Talos sting.



DARK ELDAR HELLIONS

▲ Hellions sweep down from the sky on blade-festooned skyboards and, with the help of combat drug-induced power, can tear apart an enemy squad before it knows what hit it. These Fast Attack troops then speed off to find new fearful prey to terrorize!



▲ DARK ELDAR SCOURGES WITH HEAVY WEAPONS AND SYBARITE



ELDAR



ELDAR GUARDIANS

▲ All citizens residing on a craftworld are trained in the ways of battle so that when danger does arise, these Guardians can take up arms and defend their dying civilization.



ELDAR WRAITHLORD

▲ Towering over the battlefield, the Wraithlord can lay down a withering hail of fire to crush units while smashing all comers in close combat!



ELDAR WARLOCKS AND FARSEER

▲ Eldar Warlocks form the bodyguard of the Farseer or can be assigned to a Wraithguard or Guardian squad. Their talent in the mysterious psychic arts should not be underestimated!



ELDAR FALCON GRAV-TANK

▼ The Falcon is the standard mobile combat vehicle of an Eldar army. Fast, elegant, and carrying a devastating variety of hull and turret-mounted weapons.



ELDAR DIRE AVENGERS AND EXARCH

▲ Dire Avengers are the most common of the Aspect Warriors. Almost every craftworld has a temple devoted to their training, and those that don't will often send requests to neighboring craftworlds for Dire Avenger squads. Their mastery of both shooting and hand-to-hand combat make them the most versatile Aspect squad available to the Eldar.



ELDAR SUPPORT WEAPON PLATFORMS

▲ Heavy weapon platforms like this Distort Cannon may join Guardian Defender squads for added firepower.



ELDAR DARK REAPERS

▲ Dark Reapers are support masters, using the reaper launcher to strike from afar. Their special suits compensate for the might of their weaponry by use of special boots with stabilizers and clamps.

IMPERIAL GUARD™

IMPERIAL GUARD



LEMAN RUSS EXTERMINATOR

◀ Armed to the teeth with a choice of hull mounting twin-linked heavy bolters, autocannons or lascannons, there is very little in the galaxy that can withstand its power.



STEEL LEGION TROOPERS, WITH AN ASSAULT WEAPON AND LIEUTENANT

▲ The Steel Legion Mechanized Infantry Companies are raised on the war torn planet of Armageddon. Their trademark is the fact that all of their infantry squads are mobilized in the versatile Chimera armored troop transport.



▲ CATACHAN LIEUTENANT



IMPERIAL GUARD SENTINEL

▲ The scouting sentinels can set up at the start of battles and quickly get into range to eradicate squads with either the multi-laser or heavy flamer.

CATACHAN JUNGLE FIGHTERS

▲ Buying this boxed set of plastic Cataphact Jungle Fighters is the the perfect way to start an Imperial Guard army or to reinforce an existing one.



▲ STEEL LEGION TROOPERS WITH MISSILE LAUNCHER



◀ COMMISSAR

COMMISSAR YARRICK



IMPERIAL GUARD STORMTROOPERS WITH SERGEANT

▲ Stormtroopers have superior weaponry, equipment and training. Their additional experience allows them to *infiltrate* and even *deep strike* if the mission rules allow it.



LEMAN RUSS BATTLE TANK

▲ The Imperial Guard can never go wrong with one of these rumbling across the battlefield at your command. Woe be the enemy caught in the ordnance blast of the Battle Cannon!

WARHAMMER 40,000

NECRONS™



NECRON LORD

▲ The Necron Lords act as leaders and energy loci for the Necron Warriors.



NECRON DESTROYER

▲ The Destroyer is the Necron's answer to the conventional jetbike. Complete with a hideous gauss cannon, this vehicle soars over the battlefield flaying flesh from bone.



NECRON WARRIORS

▲ When Necron Warriors, Immortals, and character models are killed, they aren't removed from battle immediately but get a chance to use their self-repair systems, and come back to life on a D6 roll of 4+!



NECRON SCARABS

► Scarabs zip around the battlefield, disrupting enemy fire and sowing confusion. They are the bane of enemy tanks, whose armor they can break through in mere minutes!



NECRON IMMORTALS

◀ True to their inhuman nature, Necron weapons destroy their opponents by literally stripping the flesh from their bones. Known as Gauss technology, these weapons are as powerful as their effects are horrifying.

Sisters of Battle™



▲ IMPERIAL MISSIONARY



BATTLE SISTERS SQUAD

▲ Formed from the most martial members of the Adepta Sororitas, the Battle Sisters of the Orders Militant are the mainstay of the fighting forces of the Ecclesiarchy.



▲ IMPERIAL PREACHER



SERAPHIM BATTLE SISTERS SQUAD

▲ The avenging angels of the Seraphim are able to traverse the battlefield quickly and are more than willing to take the fight to the enemy.



▲ BATTLE SISTER CANONESS



SISTERS OF BATTLE IMMOLATOR

▲ The Immolator is the main battle tank of the Sisters of Battle. The Orders Militant are firm believers in the cleansing properties of fire and therefore use the Immolator's twin heavy flamers to burn their enemies to cinders!

ORKS™

ORKS



ORK BOYZ

▲ Overrunning the foe in a gigantic green tide is the basic Ork "strategy". Slugga Boyz form up into huge mobs and close with the enemy as soon as possible, hacking apart the foe with glee! Shoom Boyz, like most Orks, are more concerned with making loads of noise - hitting their mark is, well... slightly less important.



ORK WARLORD GHAZGHKULL THRAKA

▲ Renown Ork Warlord who led not one but three massive assaults against mankind, most recently on the Hiveworld Armageddon.



GRETCHIN

▲ The Gretchin aren't going to win any battles by themselves, but they can be used to pester enemy troops while da Boyz get into position to dish out some real punishment.



ORK STORMBOYZ

▲ Stormboyz are unhinged Orks who willingly strap crude rokkits onto their backs to 'fly' them into enemy lines!



ORK WARTRAK SCORCHER

▲ The Scorcher excels at driving troops from cover with its heavy flamer. It can roar around the field to where it's needed the most, or advance slowly with the rest of the boyz.



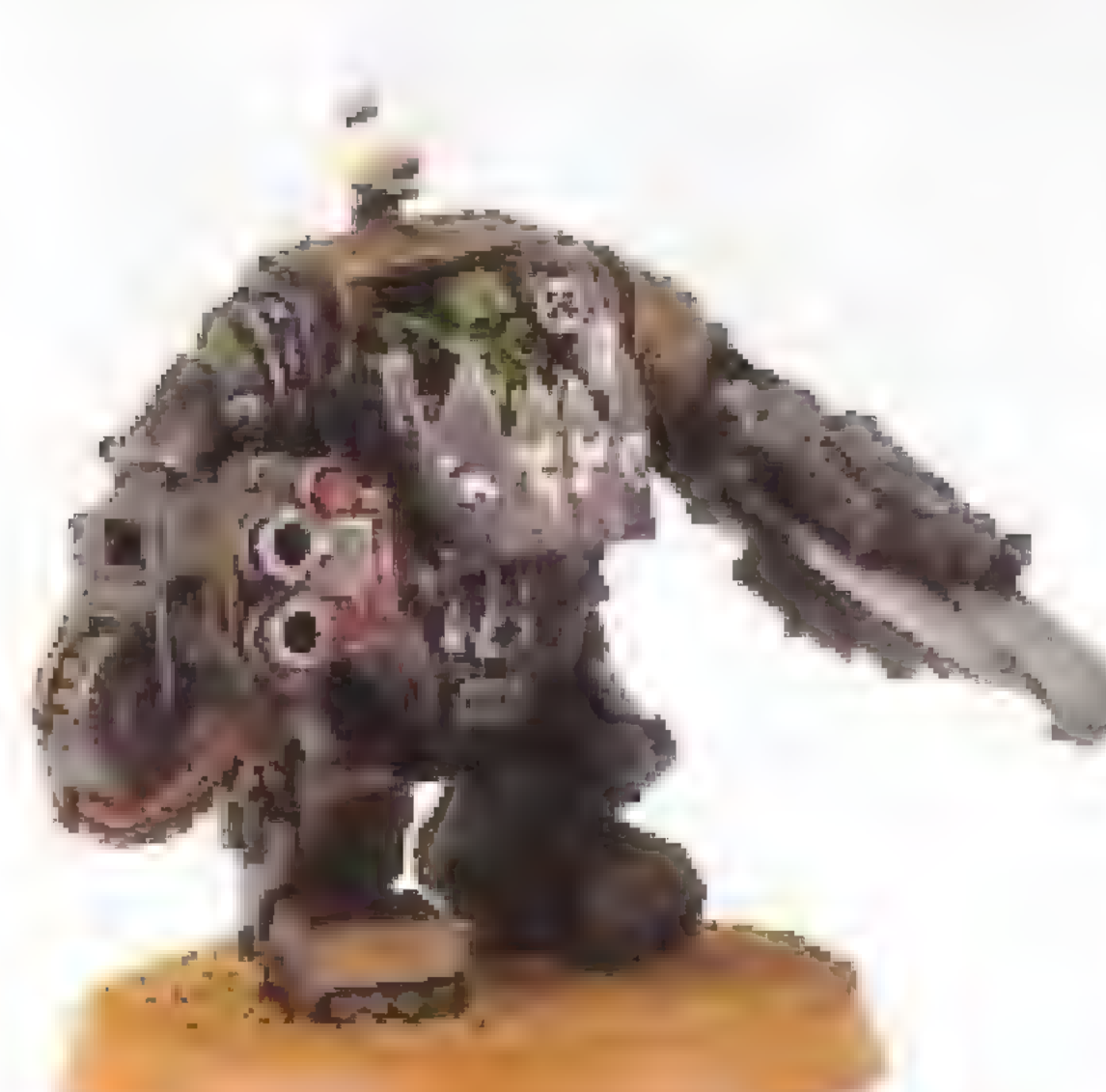
ORK BURNA BOYZ

▲ Burnas are powerful cutting torches that can cut through the most resilient armor with ease or advance slowly with the rest of the boyz.



ORK DREADNOUGHT

▲ Any Boy worth his green skin would love nothing better than to be wired into a Dreadnought to unleash its wide range of weaponry upon the enemy.



ORKS NOBZ IN MEGA ARMOR

▲ Huge slabs of heavy armor plates over a powered exoskeleton make these Orks extremely slow but nearly impenetrable. Add to that some devastating weaponry, and these monsters are truly destructive.

SPACE MARINES



SPACE MARINE TACTICAL SQUAD

▲ The Space Marine Tactical Squad is the basic combat unit in the Space Marine army. Deadly, versatile and able to hold up under hideous amounts of enemy fire, Tactical Squads are the backbone of every Space Marine Chapter.



SPACE MARINE LAND SPEEDER

▲ Powered by anti-gravitational engines, the Space Marine Land Speeder streaks across the battlefield to bring its formidable weaponry within range to blast the foe. The Land Speeder comes packaged with both the heavy bolter and multi-melta.



SPACE MARINE LAND RAIDER

▲ The Land Raider is one of the most potent machines of destruction in the Imperium. Armed with four lascannons and two heavy bolters, nothing can stand in its way.



SPACE MARINE DEVASTATOR SQUAD

▲ A Devastator squad has a specific task on the battlefield – providing massive curtains of withering heavy weapons fire. There are 5 models available in a boxed set.



SPACE MARINE COMMAND SQUAD

▲ A great boxed set, the Space Marine Command Squad contains a Space Marine Commander, Veteran Sergeant, Apothecary, Standard Bearer and a Techmarine.

SPACE MARINE TERMINATOR CAPTAIN

▼ Equipping your Space Marine Captain with a suit of Terminator Armor is a great move. This helps ensure your leader will survive incoming fire, as well as packing a potent offensive threat himself.



SPACE MARINE SCOUT SQUAD

▲ Under the right conditions, Space Marine Scouts can infiltrate – a special ability that allows them to deploy almost anywhere on the battlefield. This advanced set-up gives Space Marine Commanders an excellent chance to disrupt enemy plans, and to start launching their own offensive.



SPACE MARINE DREADNOUGHT

▲ Space Marine Dreadnoughts are massive war machines crewed by mortally wounded heroes of old.

TYRANIDS

TYRANIDS



HIVE TYRANT

▲ The Tyranid Hive Tyrant is the monstrous centerpiece of the Tyranid army. Its presence in battle as one of the Tyranid's "Synapse Creatures" ensures that the directive of the Hive Mind will be carried out.



TYRANID CARNIFEX

▲ The Carnifex is a towering beast which is able to rip open the most heavily armored vehicles with ease. This chitinous killing machine is a terror for any opponent to face on the battlefield.

TYRANID WARRIOR WITH A RIPPER SWARM

► Tyranid Warriors are most likely to be found at the epicenter of an oncoming wave of creatures from the Hive Mind. They are one of the few Tyranid *Synapse Creatures* that keep the psychic bond between the Hive Mind and the broods about them strong. They are also some of the most formidable adversaries in an army composed of highly effective fighters.



GENESTEALERS

► Genestealers are one of the most independently intelligent forms of Tyranids there are. They are often sent ahead of the Hive to scout out new areas to infest and assimilate.



TYRANID GARGOYLES

▲ Gargoyles get the upper hand on their opponents by swooping into combat using the *Deep Strike* rules, when the scenario allows, and by the sheer fact that they can move up to 12" in the movement phase.

TYRANID RAVENER

▲ Ravens are lightning-quick, snakelike creatures that have been engineered by the Hive to strike quickly and powerfully on unsuspecting victims before they have a chance to react. To represent this, they move 9" instead of the usual 6" that normal troops move.

TYRANID ZOANTHROPE

▲ Zoanthropes can be a valuable asset. They may not look like much (their physical weapons consist solely of their basic claws and teeth). However, when they unleash their massive blasts of psychic energy to decimate their targets, you'll be glad they're on your side.



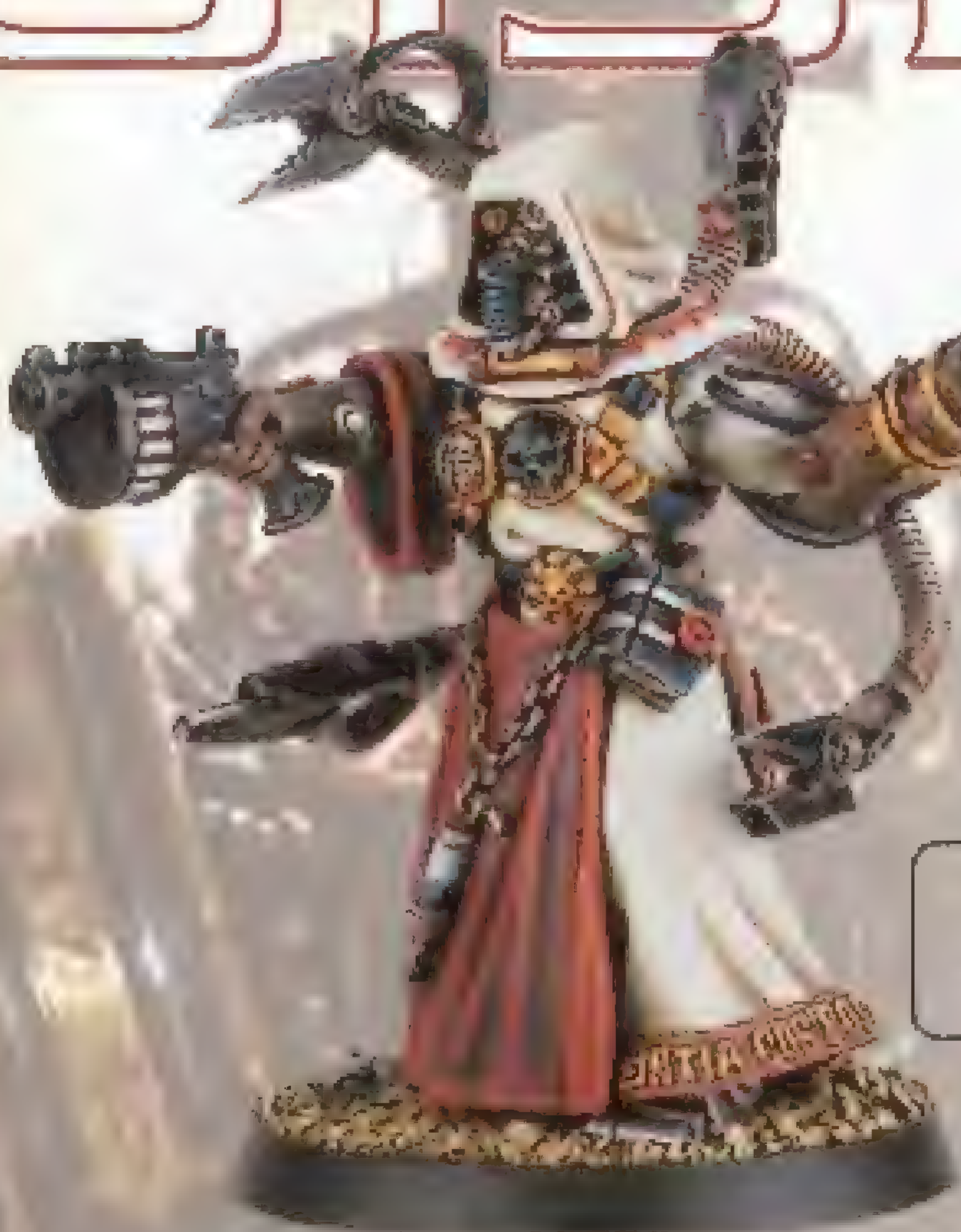
TERMAGANTS AND HORMAGAUNTS

▲ The swarms of Hormagaunts and Termagants that scurry over the field are so numerous that the contents of just one boxed set can barely fit on one page. Each box contains enough to make 8 Hormagaunts, 8 Termagants, and even a Ripper Swarm to slither in and out of the hordes on the battlefield.

INQUISITOR™

**INQUISITOR RULEBOOK**

▲ For ten thousand years, the forces of the Emperor's Inquisition have fought a secret war to defend Humanity. This is the battle for the Emperor's Soul. This rulebook contains all the rules you need to play Inquisitor, a large scale narrative skirmish game.



◀ **DELPHAN GRUSS**



▲ **DEATHWATCH BATTLE BROTHER**



◀ **CHERUBAEL**

▶ **DEVOTEE MALICANT**



▲ **WITCH HUNTER TYRUS**



▲ **PREACHER JOSEF**



▲ **DAMIEN 1427**



◀ **QUOVANDIUS WITH CYBER RAT**



▲ **INQUISITOR EISENHORN**

CITADEL SCENERY

RUN FOR COVER!

Nothing makes a tabletop wargame more enjoyable than some beautiful scenery strewn across the battlefield. Hills, ruins, tank traps, ammo crates, trees of all types and sizes; you name it, we've got it all. And, on occasion, we've been known to offer ready-made foam scenery pieces like graveyards, Inquisitor buildings and Orc villages. But hurry, the demand for them is high and the supply is limited, so they don't last long!



▲HILLS

Hills come in two pieces - top & bottom.



▲WOOD

There are two medium and six small trees.



▲WARHAMMER 40,000 OBSTACLES AND BARRICADES

There are six similar terrain pieces.



▲WARHAMMER HEDGES AND WALLS

There are three hedges and three walls.



▲WARHAMMER 40,000 BATTLEFIELD ACCESSORIES

Barricades, ammo crates and barrels galore!



▲WARHAMMER 40,000 TREES

The Palm Trees set make up to four trees.



▲WARHAMMER 40,000 RUINED BUILDINGS

There are two designs available, both of which are in the same pack.

WARHAMMER

THE GAME OF FANTASY BATTLES

Warhammer is a game in which tremendous armies of battle-hardened troops engage in conflict on the battlefields of an expansive fantasy world steeped in legends, lore and history. Battles rage constantly across the landscape, mighty fortresses succumb to the power of a siege, all as the balance of power between good and evil tilts back and forth with each passing day. The human warriors of the Empire and Bretonnia coexist with ravening hordes of brutal Orcs and Goblins, the horrors of the undead under the command of the sinister Vampire Counts, the stalwart Dwarfs, noble High Elves, the pure living evil of Chaos, and many others. You collect and paint Citadel Miniatures to transport any of the armies that inhabit the Warhammer World onto your tabletop, then head into battle against your opponent (or opponents, as multi-player battles are hardly unusual). Once in the thick of the fight you stand in command of your army and use your wits, skill and strategy (and of course, a little bit of luck) to lead them to a glorious victory, or to a shameful defeat. All of this and more is waiting for you when you step into the world of Warhammer!



The Warhammer Boxed Set contains all that you see here, enough to start playing right out of the box! In addition to the 288 page rulebook with the complete rules for the game and an extensive history of the Warhammer World. You get:

- 35 Orc Warriors
- 1 Orc Warboss on a Boar
- 1 Orc Chariot
- 38 Empire Soldiers
- 1 Empire General on Warhorse
- 1 Great Cannon
- 1 Ruined Building
- Range Rulers
- Templates and Dice

GOING BEYOND THE BOX!

The main boxed set for Warhammer contains all of the materials you need to start playing right away. It includes the giant 288-page rulebook which gives you the complete Warhammer rules and a look into the storied past of the Warhammer World. You also receive the beginnings of two of the most popular Warhammer armies: the mighty human soldiers of the Empire, and the wildly destructive Orcs and Goblins. You even get a piece of scenery to add some detail to your battlefield. However, just because you have enough to get going, doesn't mean you should stop there!

The world of Warhammer is a vast land with numerous different manner of creatures calling it home. After you've played a few games with the miniatures included in the box, you may decide that it's time for you to expand your Warhammer experience. At this point you have to make the decision whether you want to upgrade the forces you already have or start a completely new army. Lucky for you there are thousands of Citadel Miniatures for you to choose from and ample information to help you decide which direction to go in. Just take a look at the next page for some tips on how to get started.

ARMY DEALS!

Throughout this Holiday Catalog are Bundle or Army Deals - these are available through Games Workshop Mail Order but will also be honored by Games Workshop Hobby Centers and better Rogue Trader Stores. Ask your local retailer for more information.

GETTING STARTED

This is a great way to get into Warhammer. The Battalion box sets give you a fine core force of troops to start building your army (Mail Order will make Battalion deals for each race without one). With this Warhammer deal you choose your side and start recruiting right away. You get:

The Warhammer Boxed Game

Your choice of a Battalion Boxed Set

(Mail Order will make Battalion deals for each race without one)

And their corresponding Warhammer Armies Book

PLUS!

Get a Regiment Box Set (up to a \$25.00 US/\$32.00 CDN) or Starter Warhammer Paint Set **ABSOLUTELY FREE!**

ALL FOR ONLY
\$184.97 US - \$248.00 CDN

MINIATURES
ON THE
BACK COVER

WARHAMMER ARMIES: THE BOOKS

Where do you turn when you want to know more about a Warhammer army and you've exhausted the basic info in the rulebook? Why, you'd go straight to the Warhammer Armies book that focuses on the troops that you want to learn about, of course!

Each volume in the Warhammer Armies series puts the focus squarely on one of the many armies that do battle in the World of Warhammer. Between their covers you'll find a wealth of information. You'll get the complete army list detailing all of the troop types the army can field, plus a selection of special rules, characters, magic items and spells specific to the selected army. Also, inside you'll find a full background section outlining important events in the history of the army. To round out the package, you'll find a hobby section with army building, modeling, painting and playing tips.

Whether you're planning on building an army or simply want to know as much as possible about your ally or your most hated enemy, be sure to check out the Warhammer Armies series of books.

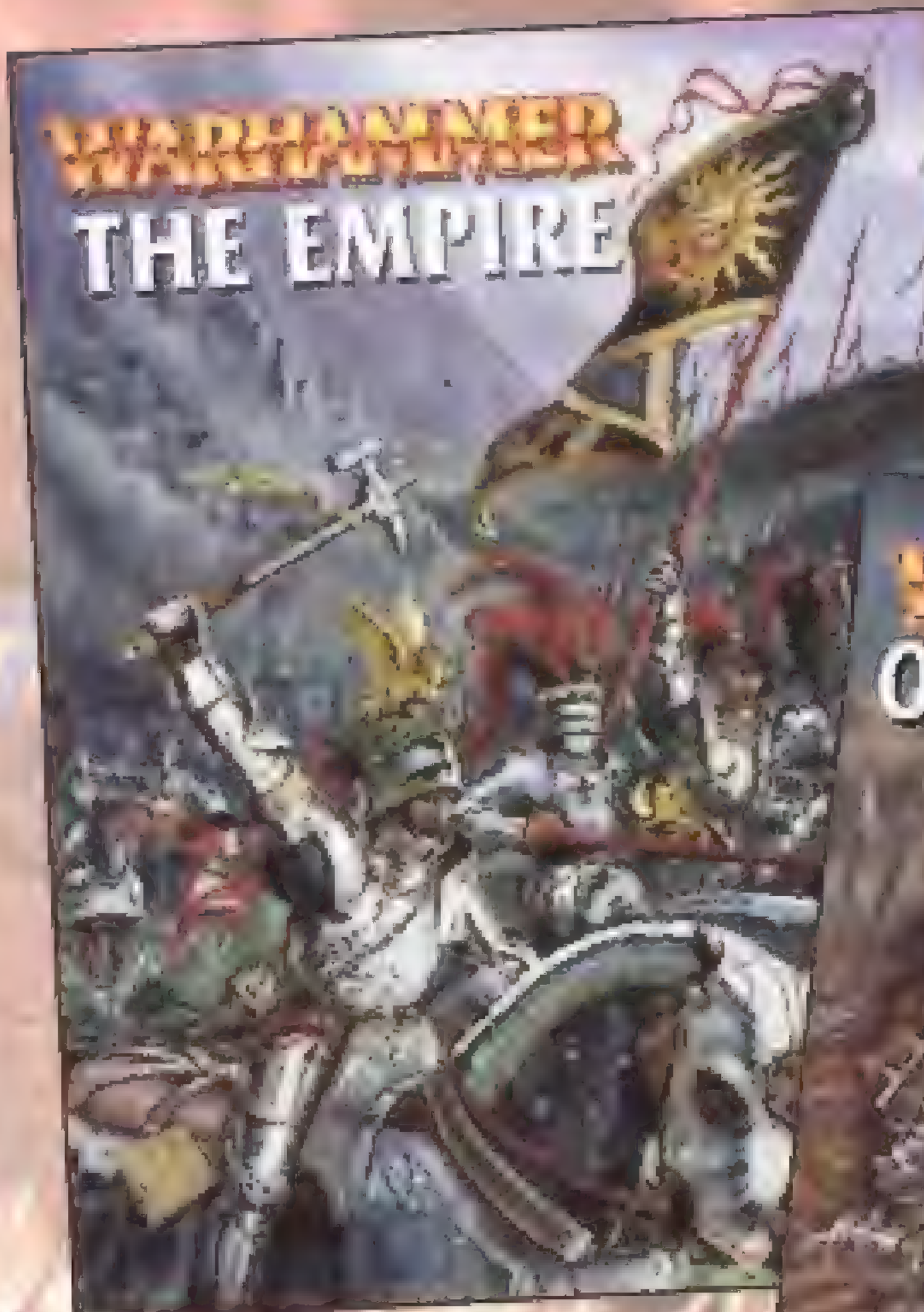
COLLECTING YOUR ARMY

In order to play a game of Warhammer, you need some space to serve as the battlefield, an opponent, the Warhammer boxed game, pencils and paper. More importantly than all of that, however, you're going to need an army! And armies don't just fall from the sky, they're collected and built over time. While it may sound like a simple endeavor, it can be a complicated and sometimes daunting task. The first part is often the toughest, and that's getting started in the right direction.

Your first choice may be to think about expanding the armies in the boxed game. Since you've already got a great start to your army, all you'll need is a couple more regiments to get a decent sized force. Or you may decide to strike out and start a completely new army. A good place to look for info on a new army is the new Warhammer website at www.games-workshop.com. In the meantime, or if the internet isn't an option for you, you can call Mail Order, or visit your local Games Workshop Hobby Center or Rogue Trader Store, where the staff on hand should be able to give you helpful advice towards choosing your army.

When you've decided which army you're going with, it's time to start gathering your forces. A great way to start is with one of the Battalion boxed sets (above). Beyond that there are literally thousands of Citadel Miniatures to choose from. This catalog shows a sampling of the miniatures available for every army.

Now you're on your way to being the general of your very own Warhammer army. As you continue with the Games Workshop hobby, why not read White Dwarf each and every month for the latest info on new releases and developments that could affect your army! Remember, that once you've got an army you can always expand it to play bigger games, or evolve it as you gain experience and discover new flaws you can exploit in your enemies' tactics. Your options are practically unlimited when it comes to collecting an army!

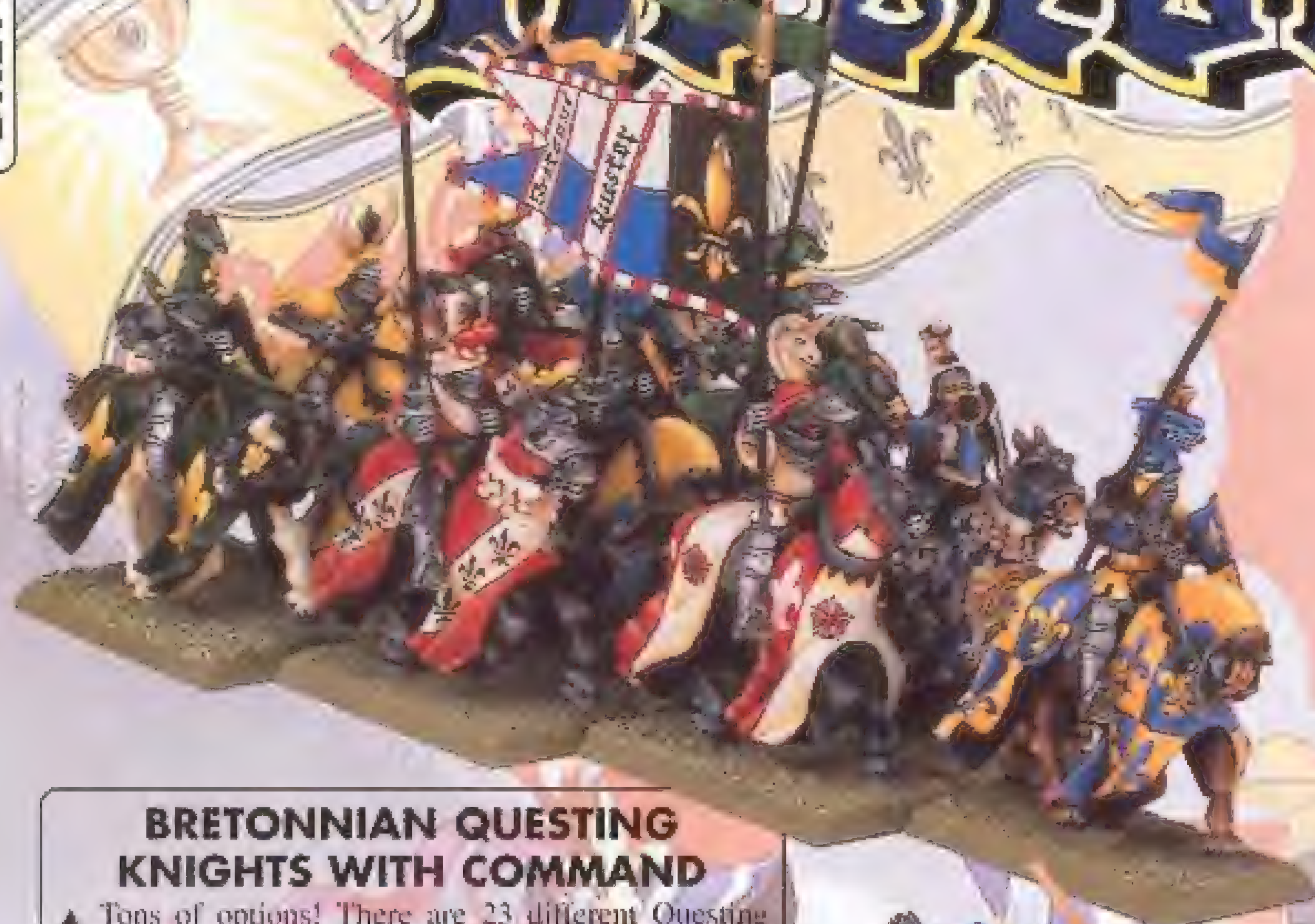


The Empire and Orcs and Goblins books are pictured here with their boxed set Battalion counterparts which help assist in creating a strong foundation for your army.



A picture of the Empire Battalion Boxed Set contents.

Brettonnia



BRETONNIAN QUESTING KNIGHTS WITH COMMAND

▲ Tons of options! There are 23 different Questing Knights to choose from, so no two units ever need to look alike.

BRETONNIAN KNIGHT HEROES

► Bretonnian Questing Knight Hero with a lance.



BRETONNIAN SQUIRES

▲ Skirmishing units of Squires can slow down the enemy, harass the foe with missile fire, and take out enemy war machines.



BRETONNIAN KNIGHTS ERRANT WITH COMMAND

▲ Knights Errant are young nobles still earning their spurs in the trials of combat. Although still learning their trade, these Knights are adept with lance, encased in thick steel armor, and mounted on powerful warhorses, make no mistake, they are still powerful troops.

LOUEN LEONCOEUR, KING OF BRETONNIA

▲ The most powerful heroes and kings can ride into battle on the backs of fantastic beasts. Not only does this make them even more effective in combat, but they make stunning centerpieces for your army.



BRETONNIAN SORCERESS

▲ Beautiful damsels wielding powerful arcane energies, the Bretonnian Sorceress are devotees to the Lady of the Lake.



BRETONNIAN MEN-AT-ARMS SPEARMEN WITH COMMAND

▲ While Men-at-Arms are not entitled to wear personal heraldry, they can wear the livery colors of the knight, baron, or duke in whose retinue they serve.



BRETONNIAN PLASTIC BOWMEN

▲ Bretonnian Archers can set up in an Arrow Wedge formation allowing all the models on the edges to fire.

Realm of Chaos



BEASTMAN LORD

► The Beastmen Lord earns his rank through trial by combat. Anyone can challenge this menacing creature to prove themselves worthy to take his place, though many die trying.

BEASTMEN WITH COMMAND

▲ The bloodthirsty troopers that form the core of any Beastmen army, these chaotic mutations are loyal only to their Herd and the lords of Chaos Undivided.

BESTIGORS WITH COMMAND

► Bestigors are already very strong, but if you want to dramatically increase their effectiveness in hand-to-hand combat, equip them with halberds.



CHAOS LORD ON STEED

▲ Chaos Lords are the most powerful (and rightly feared) characters in the Warhammer game!



CHAOS WARRIORS HALBERDIERS

▲ The models inside the Chaos Warriors, the Chaos Warriors Halberdiers and the Chaos Knights Regiment Boxed Sets are multi-part plastic which can be constructed in an almost infinite number of ways.

MINOTAURS



DRAGON OGRES

DAEMON PRINCES

► Daemon Princes are giant multi-piece models. There are several different pieces available, so players can construct a variety of unique looking Daemon Princes.



BLOODTHIRSTER OF KHORNE

◀ The greatest and most deadly of all Khorne's Daemons is without a doubt the Bloodthirster. This combat behemoth is a true monstrosity in hand-to-hand, able to take on and defeat entire armies single-handedly.



BLOODLETTERS WITH COMMAND

▲ Bloodletters form the backbone of any Khornate Daemon Army. They are fearsome warriors and carry deadly hellblades into battle. These swords cause not one, but up to three wounds with each hit, helping them slice and dice through even multi-wound opponents.



DARK ELVES



MALEKITH ON BLACK DRAGON

► Malekith, the Dark Elf Witch King, has led his followers for over 5,000 years and is truly a sight to behold (and fear) in battle. Those who come face to face with him seldom live to tell about it.



DARK RIDERS

▲ They are masters of the blind ambush, swiftly moving ahead of the army and crippling the enemy before the rest of the force sweeps through and finishes the task.



MORATHI ON DARK PEGASUS

◀ The mother of Malekith, Morathi is second only to her son in power amongst the Dark Elves. Atop her Dark Pegasus, Sulephet, she wields Heartrender (a wicked lance that can kill even the heartiest creature with one well-placed strike) and commits unspeakable atrocities in battle.

DARK ELF WARRIORS

▼ The backbone of the Dark Elf force, this plastic boxed regiment is a quick way to muster up the necessary troops to spread the shadow of the Witch King across the land.



COLD ONE KNIGHTS

► Dark Elves are one of the only races in the Warhammer World willing to sacrifice their senses for the sake of riding the vicious reptilian Cold Ones into battle. These beasts can break through most any enemy line.



EXECUTIONERS

▼ Executioners are feared by all, even those within the ranks of the Dark Elves themselves. They are so skilled that they have the ability to deliver a *Killing Blow* with their deadly blades in combat.

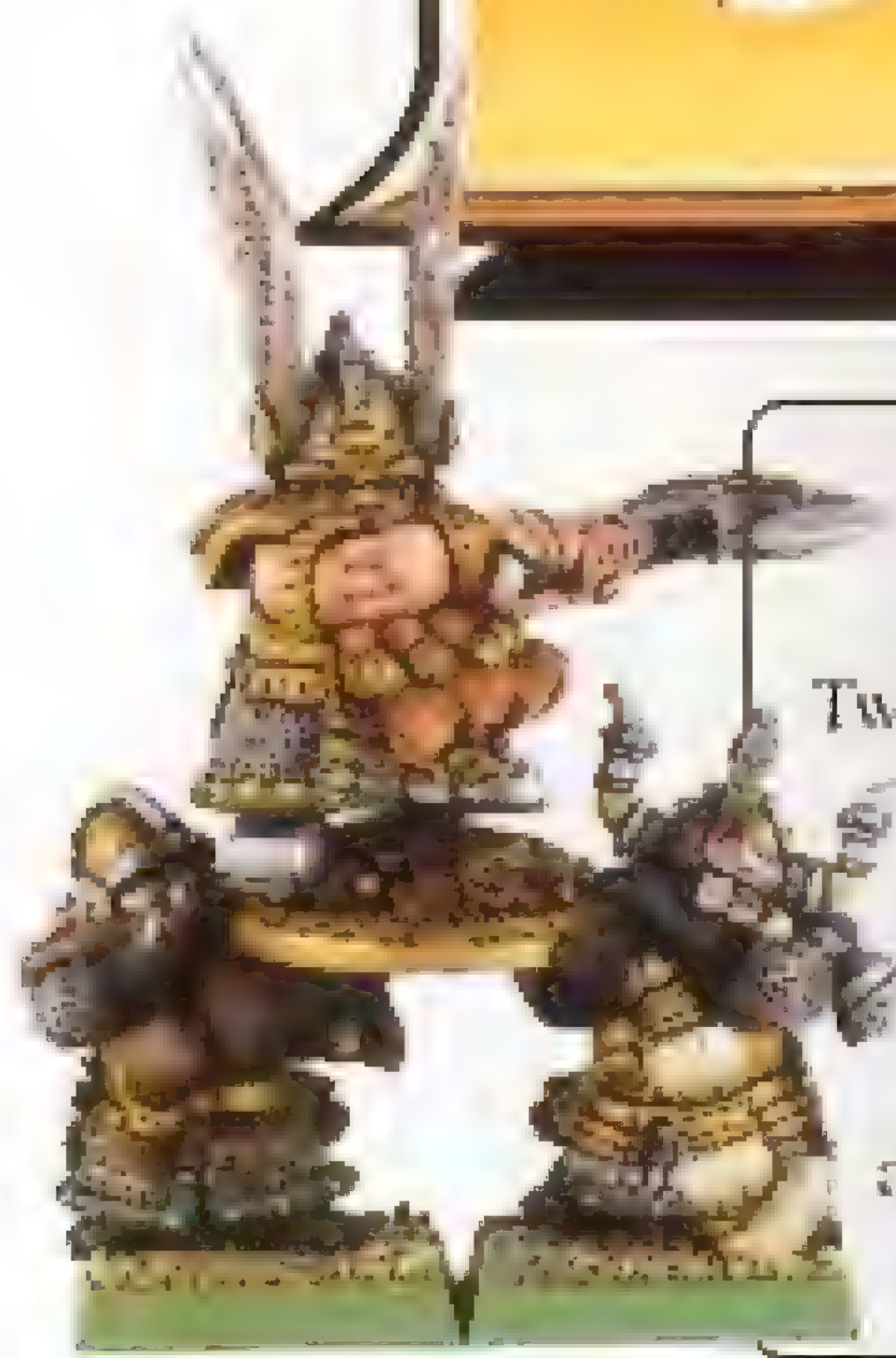


REAPER BOLT THROWER

▼ There is nary a better machine for delivering hails of deadly bolts into the ranks of the enemy. It can either fire one precisely-aimed bolt, or unleash six shots in one round. Either way, someone is almost sure to meet their maker.



DWARVES



◀ KING ALRIK AND THOREK IRONBROW ▶

Two characters of Dwarf Legend and their arcane artifacts inspire Dwarfen heroics in battle. King Alrik fights atop the Great Shield of his ancestors, spurring his compatriots on to victory. Thorek Ironbrow, Dwarf Runelord, is at work with the Anvil of Doom, a sacred artifact of the Dwarfs which actually empowers the Dwarfs in battle as runes are forged.



THUNDERERS

▼ Thunderers regiments are made up of Dwarfs from clans rich enough to purchase their firearms from the Engineers Guild. These rifles are much more well-crafted than the "shoddy" creations of the Empire.



IRONBREAKERS

▼ Ironbreakers come to the battle clad in high impenetrable armor. Their armor has been forged to protect them from the dangers inherent in their duty of guarding vast abandoned tunnels.



DWARF STONE THROWER ▼



▶ LONGBEARDS ▼



DWARF FLAME CANNON

▼ Dwarf Flame Cannons have long been renowned for their ability to reduce entire ranks of troops into oily, smoking piles of goo.



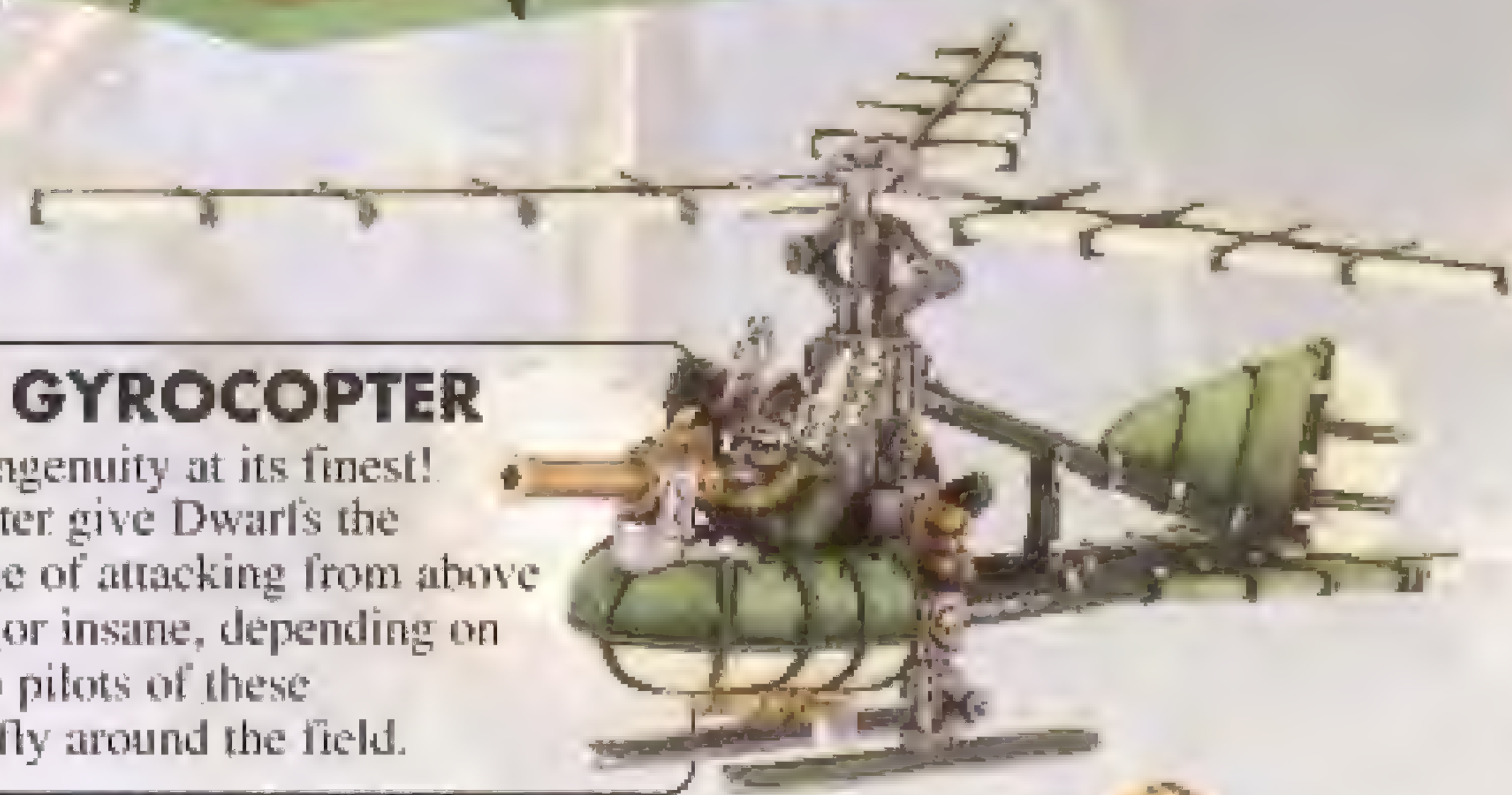
DWARF SLAYERS

▶ Slayers are Dwarfs who have been shamed by tragedy or failure and live the rest of their days seeking death in battle against either a monstrous creature or a hated foe.



DWARF GYROCOPTER

▶ Dwarfen ingenuity at its finest! The Gyrocopter give Dwarfs the rare advantage of attacking from above as the brave (or insane, depending on who you ask) pilots of these contraptions fly around the field.

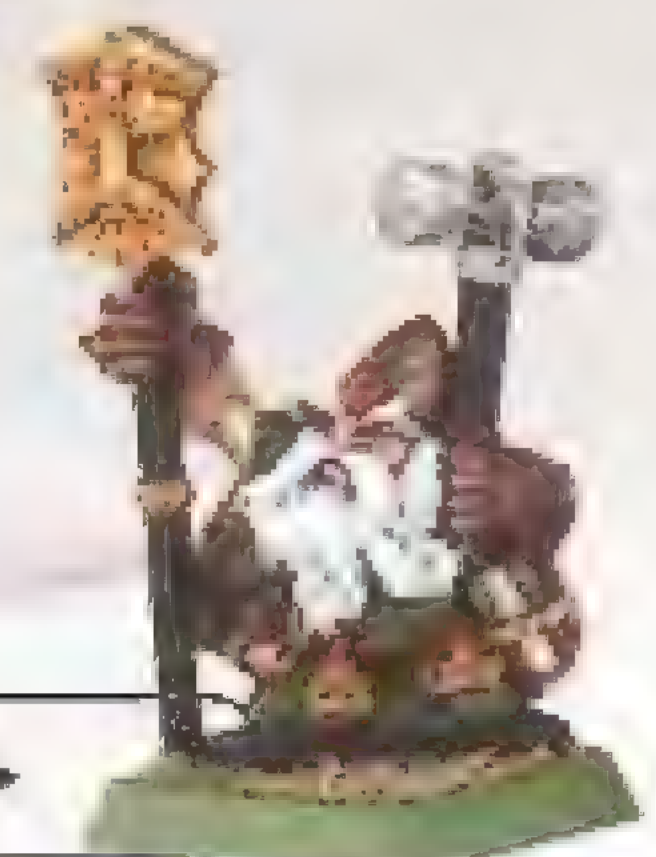


DWARF WARRIORS REGIMENT

▼ ▶ One of the more versatile plastic regiment boxed sets available, the Dwarf Warriors regiment can be assembled with your choice of Crossbows, Hand Weapons, or even double-handed Great Weapons.



RUNEPRIEST ▶



The Empire



EMPIRE SOLDIERS

▲ These multi-part plastic models can be constructed in an almost infinite number of ways. You can arm your Empire soldiers with either halberds or swords. Inside you will also find the special parts needed to model a Commander, a Standard Bearer and a Drummer.



EMPIRE KNIGHTLY ORDERS

▲ There are many Knightly Orders in the Empire. The most famous Orders are the Reiksguard, the Knights Panther and the Knights of the White Wolf. The Knightly Orders set gives you enough models and bits to make a regiment of any of the above Orders.

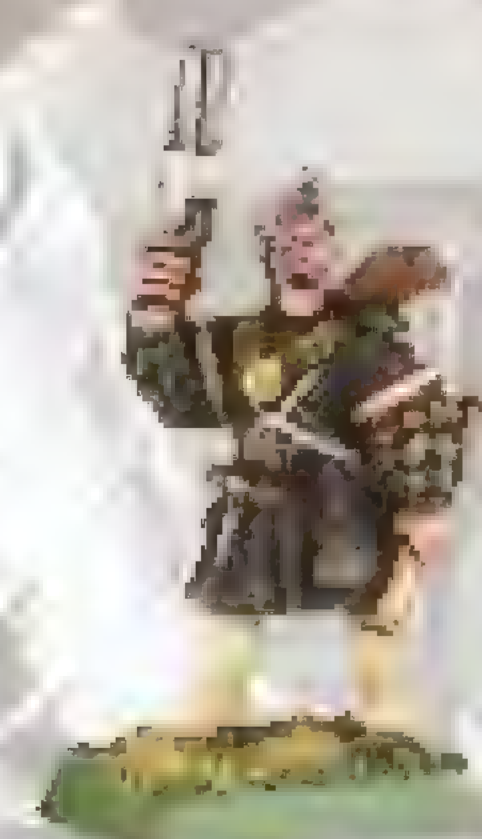


EMPIRE FLAGELLANTS

▲ Flagellants are deranged wanderers who are obsessed with the doom of the world. Their desperation and recklessness give them superhuman strength, and they will never run from a fight! As these zealots are so fond of saying, "Repent, for your doom is at hand!"



▲ EMPIRE WARRIOR PRIESTS



▲ EMPIRE ENGINEERS



EMPIRE HELBLASTER VOLLEY GUN

▲ A marvel of Imperial engineering, the Helblaster Volley Gun is one of the most destructive weapons in the Old World. A must have for any Empire General!

EMPIRE HERO ON GRIFFON

▼ The mightiest lords of the Empire have been known to brave the mountains of the World's Edge to capture a Griffin chick. This is the only way to train these powerful beasts for use in combat. Not only are Griffons ferocious fighters but can also cause *terror* in their opponents.



EMPIRE GREATSWORDS WITH COMMAND

▲ The Greatswords are an elite unit which can cleave through armor with a single strike of their swords.



EMPIRE WIZARDS

▲ Wizards bend one of the eight sorcerous winds of magic to obey their every command.



EMPIRE STEAM TANK

▲ Leonardo de Miragliano's greatest invention, the Empire Steam Tank is a combination of heavy armor and awesome firepower to destroy all foes before it. Rules can be found in White Dwarf #261 and the 2002 Warhammer Annual.

High ELVES



PRE-ORDER
CALL TODAY FOR
DETAILS



PRE-ORDER
CALL TODAY FOR
DETAILS

HIGH ELF REGIMENT

▲ A High Elf army always consists of a citizen-levy, in which all must serve a time. These proud warriors defend their homeland fiercely, fighting in three ranks, rather than two like most Spearmen units. This is a result of the countless years of military training every High Elf citizen receives.

HIGH ELF ARCHERS

▲ No High Elf army is complete without a large number of archers for support. While most armies may include a handful of archers, High Elf armies are replete with them.

GAMES WORKSHOP MAIL ORDER PRE-ORDERS

Pre-orders are a great way to ensure you receive all your favorite new Games Workshop miniatures and have them delivered to your door! See page 38 for more details on how to order.

PRE-ORDER
CALL TODAY FOR
DETAILS



PHOENIX GUARD WITH COMMAND

▲ The Phoenix Guard are the silent warriors and escort of the Phoenix King. In battle they wield powerful halberds with unmatched skill. They are excellent shock troops and can go toe-to-toe with toughest of enemies.



SWORD MASTERS OF HOETH WITH COMMAND

▲ Swordmasters are experts in the art of carefully controlled violence. Their unparalleled skill with greatswords is evidenced by the fact that while other warriors using great weapons always strike last, Swordmasters use their initiative to determine who strikes first. And with an initiative of 5, it's usually them.

PRE-ORDER
CALL TODAY FOR
DETAILS



HIGH ELF SILVER HELMS WITH COMMAND

▲ A High Elf army is doomed without at least one unit of their extremely effective cavalry. They are incredibly swift and strike hard. A well timed charge can be the beginning of the end for any opponent.

PRE-ORDER
CALL TODAY FOR
DETAILS



HIGH ELF MAGES

▲ High Elves are especially proficient with what is known as High Magic. With it, they can perform such outstanding feats as moving through the very hills themselves!

PRINCE TYRION

▲ The High Elf General who turned back the Great Chaos Incursion. Prince Tyrion is feared throughout the Warhammer World by all of Ulthuan's foes.

LIZARDMEN

STEGADON

◀ Monstrous beasts that carry Skink crews armed with hand weapons, bows, javelins and spears. It even has a giant bow attached so it can fire deadly javelins up to 48" away, skewering enemy ranks.

TERRADONS

▲ Soaring through the air with the destruction of their ground-based foes in mind, the Terradons can be invaluable to the success of any Lizardmen army's battle plans.

SKINKS

▲ Skinks (plastic regiment shown here with metal command models) are not as strong or resilient as their larger cousins, the Saurus, but they are smarter. As a result, they have the ability to use advanced tools like bows, which they use to fire hails of poisoned arrows at their targets.

SALAMANDERS

▲ These beasts are living war machines, spitting deadly venom across the battlefield.

TEMPLE GUARD

▼ They are masters of the blind ambush, swiftly moving ahead of the army and crippling the enemy before the rest of the force sweeps through and finishes the task.

SAURUS WARRIORS

◀ Saurus Warriors were literally designed by the Old Ones to be supreme warriors.

They are not the most agile, or skilled fighters in the world, but there are few that will match their might in hand-to-hand combat.

JUNGLE SWARMS

◀ In times of war, the Lizardmen call on even the smallest of their cousins (often in large numbers) to aid in the defeat of their enemies.

SLANN MAGE-PRIEST

◀ The Lizardmen's direct link to the ways of the Old Ones. Slann Mage-Priests are among the most powerful magic users in all of Warhammer.

KROXIGORS

▼ Kroxigors provide raw muscle to any Lizardmen army. They dwarf even the mighty Saurus Warriors.



ORCS & GOBLINS



SQUIG HERD

▲ Squigs are walking mouths with boundless appetites that accompany Goblins into battle.

SAVAGE ORCS

▼ Savage Orcs shun normal armor and instead put their faith in their Ork gods to protect them from harm.



ORC WARBOSS ON WYVERN

◀ There's no more fitting a mount for an Orc Warlord than the brutal, aggressive (and somewhat dim-witted) War Wyvern.

▼ FANATIC

NIGHT GOBLINS

▼ Night Goblins are practically the same as all other goblins, but they are the only ones who can bring destructive ball-and-chain fanatics with them to battle.



DOOM DIVER

▼ The Doom Diver launches hapless Gobbos high into the air, where they use their makeshift "wings" to guide themselves to their targets anywhere on the field.



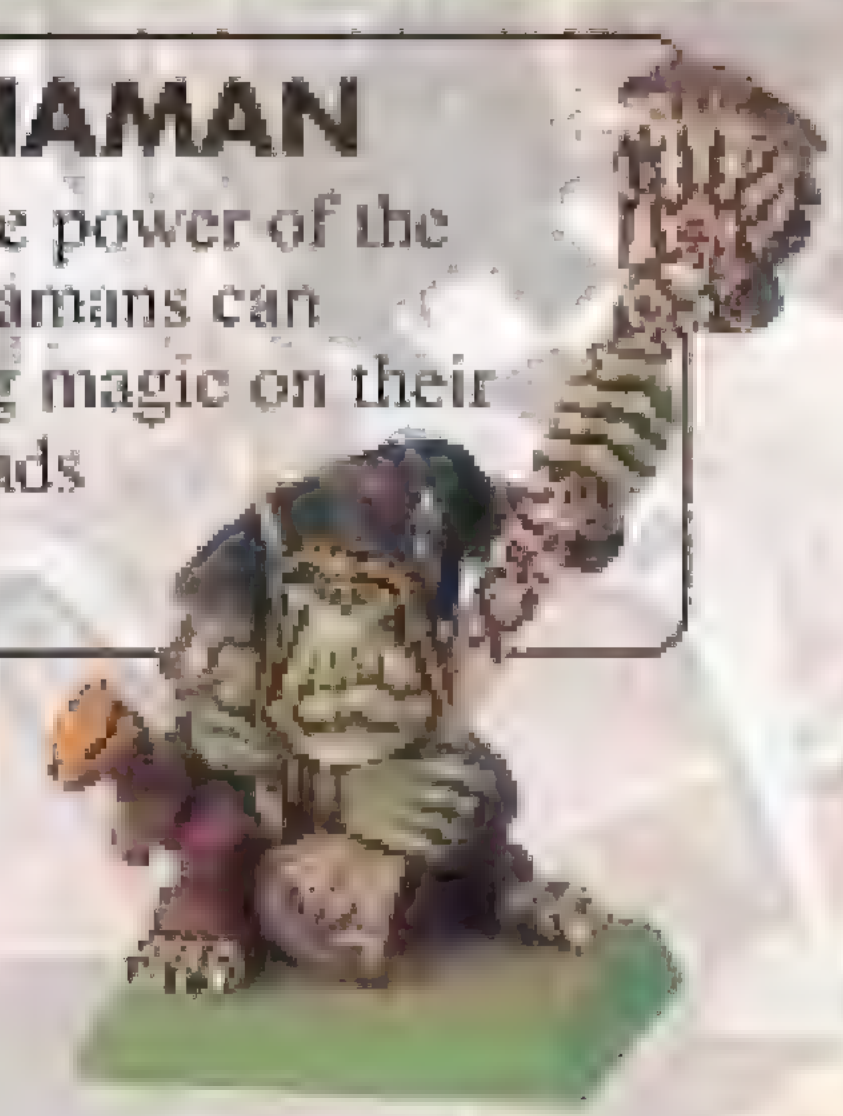
SNOTLING PUMP WAGON

► Snotlings aren't good for much, but they're the only ones crazy enough to drive this thing into the fray. The pump wagon can ruin the best plans of any enemy general (or your own, for that matter).



ORC SHAMAN

► By harnessing the power of the WAAAGH! Orc Shamans can unleash some strong magic on their enemies, if their heads don't explode first.



BLACK ORCS

► Black Orcs are bigger, meaner and more heavily armored than normal Orc Boyz. If that doesn't scare you, wait until you see what they do to opposing troops in battle!



ORC BOYZ

▼ The backbone of any Orc army. Da Boyz like nothing better than getting into the thick of the fight and cracking a few heads. Their toughness and thirst for combat are legendary among all inhabitants of the Warhammer World.

GOBLIN WOLF CHARIOT

▼ Not only do Goblins ride ferocious wolves into battle as fast cavalry, they also use them to pull havoc-wreaking chariots into (and sometimes clean through) enemy regiments.



SKAVEN™

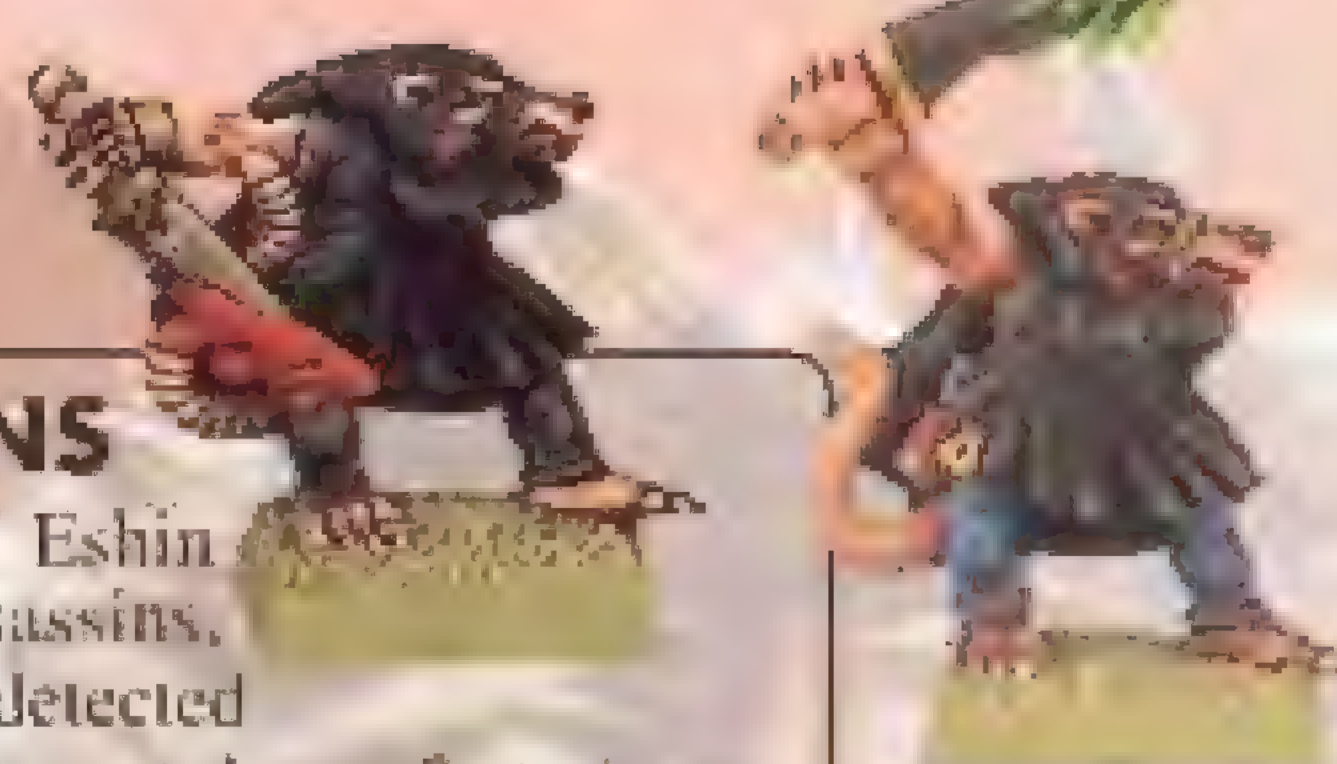


PLAGUE MONKS

▲ Fanatically dedicated to spreading corruption and decay in the name of the Horned Rat, the Plague Monks hurl themselves into battle with frenzied ferocity.

ASSASSINS

► The Clan Eshin Skaven Assassins, unseen and undetected until it is too late, are the perfect weapon in striking down unsuspecting enemy leaders from among the ranks of their best troops.



SCREAMING BELL

► A Grey Seer's sorcerous transport, the Screaming Bell can send its followers into a frenzy or bring its enemies quickly to their knees.



CLANRAT REGIMENTS

▼ ► What chattering Skaven horde would be complete without huge units of Clanrats to deal death to all who oppose the Great Horned Rat! Each regiment box gives you enough plastic bits to make a unit of 20 Clanrats with command, armed either with hand weapons and shields or with spears and shields.



STORMVERMIN

▼ The elite warriors of all the Skaven Underempire, the Stormvermin are shock troopers to unmercifully crush the Horned Rat's many legions of foes.



GUTTER RUNNERS

► The Gutter Runners of Clan Eshin are adept at stealthy maneuvering, able to sneak into enemy territory and dispatch target units without alerting anyone to their presence.



RAT OGRES

▼ Rat Ogres form the brute-squad of any Skaven army. Being fast, furious and very single-minded, they are led into battle by whip-wielding Beastmasters for a devastatingly powerful charge.



▼ RAT SWARMS



Vampire Counts



GHOULS

▲ Not undead, but certainly no longer human, Ghouls feast on the remains of the dead (or even the almost dead) under control of the Vampire Counts.

BLACK KNIGHTS

► Wights mounted on skeletal steeds add an even deadlier punch to cavalry with the deadly *Wight Blade* each wields.



GRAVE GUARD



BLACK COACH

▲ The Coach is one of the foulest, most unholy creations in the Vampire Counts army. The carnage around it actually strengthens it as the battle progresses.



SKELETONS

▲ Skeletons are an indispensable part of a Vampire Counts army. Although they are weak individually, they can be summoned in great quantities to overwhelm enemy regiments.

ZOMBIES

► In various states of decay, Zombies push ever forward under the will of their Vampire masters.



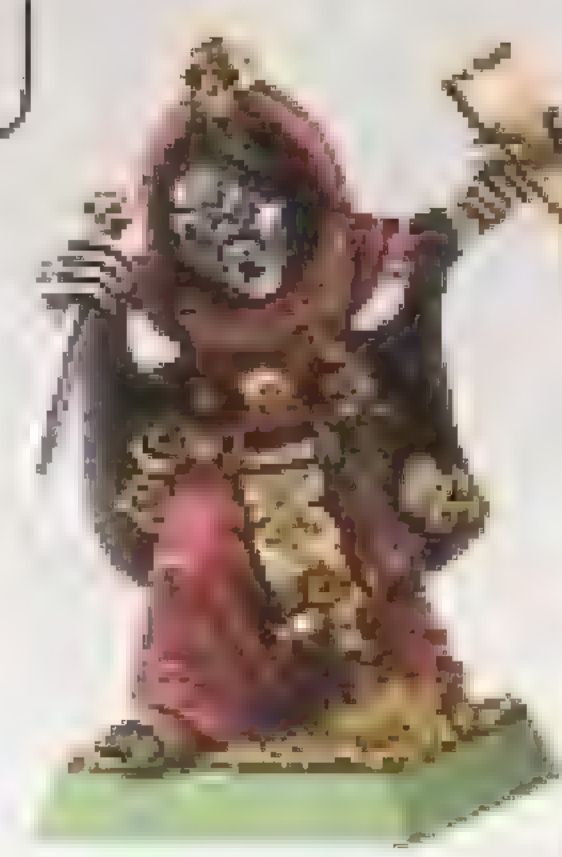
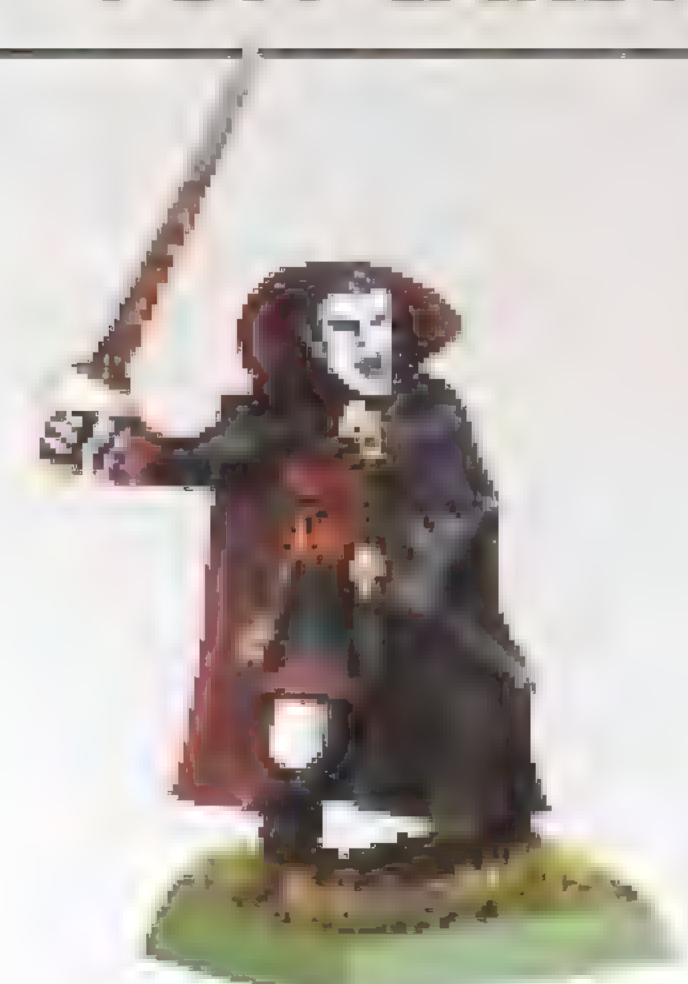
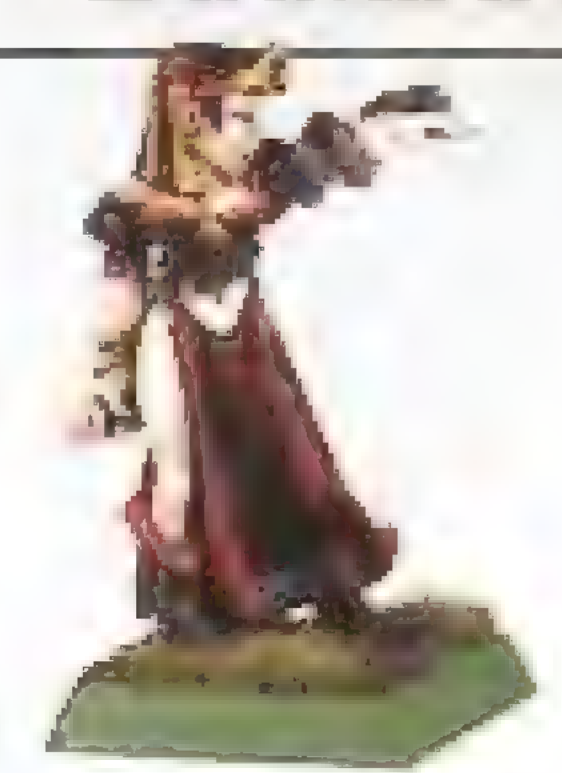
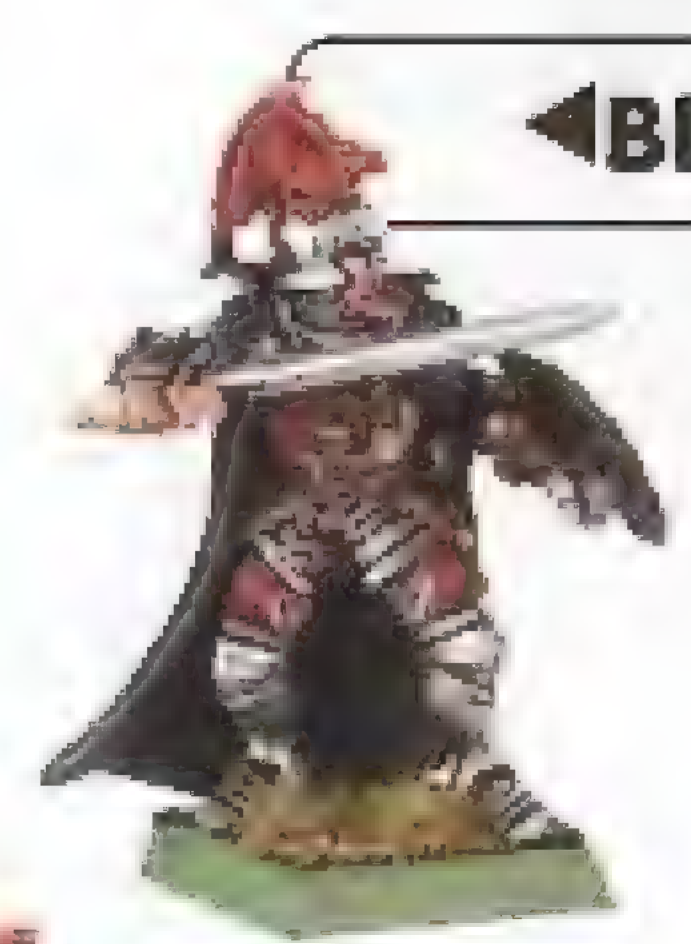
BLOOD DRAGONS

VON CARSTEINS

LAHMIANS

VAMPIRE COUNT BLOODLINES

For centuries, the blood of the Vampire Counts has flowed through the veins of the five great families of the Warhammer World. Each has their own strengths: the seductive powers of the Lahmia, the bloodthirsty nature of the Blood Dragons, the arcane magic knowledge of the Neerarchs. All are more than formidable opponents in battle, with or without their legions of the undead.



NECRARCHS

STRIGOI

WOOD ELVES



WOOD ELF ARCHERS WITH COMMAND

▲ The Wood Elf longbow shoots 36" instead of the usual 30" with a special -1 save modifier. This means even the most heavily armored knight can be laid low by a Wood Elf Archer!



TREEMEN

▲ Very few troops can stand up to the full fury of a Treeman. They are so strong, tough and stubborn, that unless you beat and wound them in hand-to-hand combat, they simply refuse to break!

WOOD ELF MOUNTED GENERAL

◀ Wood Elf Generals are the only generals that can move through woods without penalty, even when mounted on a horse! This means they have unparalleled maneuverability.



WOOD ELF GLADE RIDERS WITH BOWS AND COMMAND

▲ Glade Riders are a very versatile unit and can be equipped all sorts of ways. You could have one unit as armored shock troops with barded elven steeds and lances lowered, and use another unit with longbows for harassing the enemy's flanks. Don't forget their "feigned flight" maneuver to set up that crushing blow!



WOOD ELF WARDANCERS

▲ Wardancers are amazing! They are so athletic that they can move over friendly and enemy troops with ease, striking at the very heart of the foe. Once combat begins, their intricate combat dances spell certain doom!



DRYADS

◀ A unit of these mysterious and vengeful tree spirits is a great addition to any Wood Elf army. Dryads can change their shape to different tree-like aspects, giving them awesome powers in hand-to-hand combat.



▲ WOOD ELF WARHAWK RIDER CHAMPION



WOOD ELF WAYWATCHERS

▲ Not only can Waywatchers skirmish and set deadly traps, but they are so stealthy that they can set up practically anywhere and "Hide in Woods." The Waywatchers unleash volley after volley of arrows while remaining undetected in the safety of the forest.

MORDHEIM™

A terrible place of nightmarish ruins, where death awaits in every shadow. Here hard bitten warriors stalk through the crumbling palaces and twisting streets, fighting and dying for the promise of riches and fame.



PREPARE TO PLUNDER!

Mordheim is a tabletop miniatures game where the players control rival warbands, battling each other for supremacy in the dark and dangerous streets of a ruined city.

Everything you need to start your warband and fight battles in Mordheim is in this box including dice, rulers, the 176 page Mordheim rulebook, two warbands and some fantastic card and plastic scenery. However, this is just the beginning, for Mordheim is a vast city and death lurks around every corner! The more games that you play, the more powerful your warband grows.



▲ SIGMARITE SISTERS BOXED SET

▶ AENUR, THE SWORD OF TWILIGHT ▶

◀ REIKLANDER CAPTAIN



▲ POSSESSED WARBAND BOXED SET



▼ JOHANN
THE KNIFE

▼ VOGRE
BODYGUARD

▲ MARIENBURGER
CAPTAIN



▲ UNDEAD WARBAND BOXED SET

▼ WITCH
HUNTERS

▼ WAR-
HOUNDS

▲ SIGMARITE
AUGUR



WARMASTER



Control mighty armies thousands strong, backed by huge battalions of devastating war machines and led by the most valiant of heroes as they clash with your mortal enemies across vast expanses of terrain.

Warmaster is a game of conflict on a grand scale, fought over an area of many miles. This game enables you to re-enact awesome fantasy battles on the tabletop with massed ranks of breathtaking miniatures.

In Warmaster, victory is decided by the quality of your generalship, so strategic decisions, the tactical use of your army commanders and the maneuverability of large bodies of troops play a vital role.

The book includes:

- Detailed game rules for fighting tabletop fantasy battles between two or more players.
- Advanced rules cover magic spells, sieges and fortresses, battle honors, umpires and campaigns of conquest, as well as boats and ships.
- Comprehensively illustrated with artwork and photographs.



◀ High Elf
Hero on Dragon



▲ High Elf
Spearmen



▲ Orc Rock
Lobber



High Elf
Wizards ▶

▼ Chaos
Warriors

Undead Bone
Giant ▶



▼ Orc Warriors



▲ Empire Helblaster

▼ Dwarf
Troll Slayers



▲ Empire
Halberdiers

Dragon
Ogres ▶



◀ Chaos
Harpies



BATTLEFLEET GOTHIC™



Battlefleet Gothic is set in the Gothic sector of space in the 41st Millennium. You take control of either the Imperium, the traitor forces of Chaos, the piratical Eldar, or the rampaging Orks, all of which have their own objectives for the Gothic sector.

Battlefleet Gothic is set in the Gothic sector of space in the 41st Millennium. You take control of either the Imperium, the traitor forces of Chaos, the piratical Eldar, or the rampaging Orks, all of which have their own objectives for the Gothic sector.

You are the admiral of a fleet of ships ranging from the immense but lumbering Imperial battleships that are miles long and whose barrages can disintegrate an enemy ship in one blast to the small fighters that swarm around their mothership like so many small bugs fending off enemy bombers and torpedoes.

The boxed game includes:

- A 160 page rulebook.
- Four Imperial Cruisers and four Chaos Cruisers.
- Twelve assorted dice, two plastic range rulers and over 100 game counters.
- A Fleet Registry Roster Pad, two reference sheets and a Getting Started Guide.



▼ Imperial Retribution
Class Battleship



◀ Chaos Despoiler Class
Battleship



◀ Imperial Cobra Class
Destroyers



▼ Imperial Dauntless
Class Light Cruiser



Eldar Shadow Class
Cruiser ▶



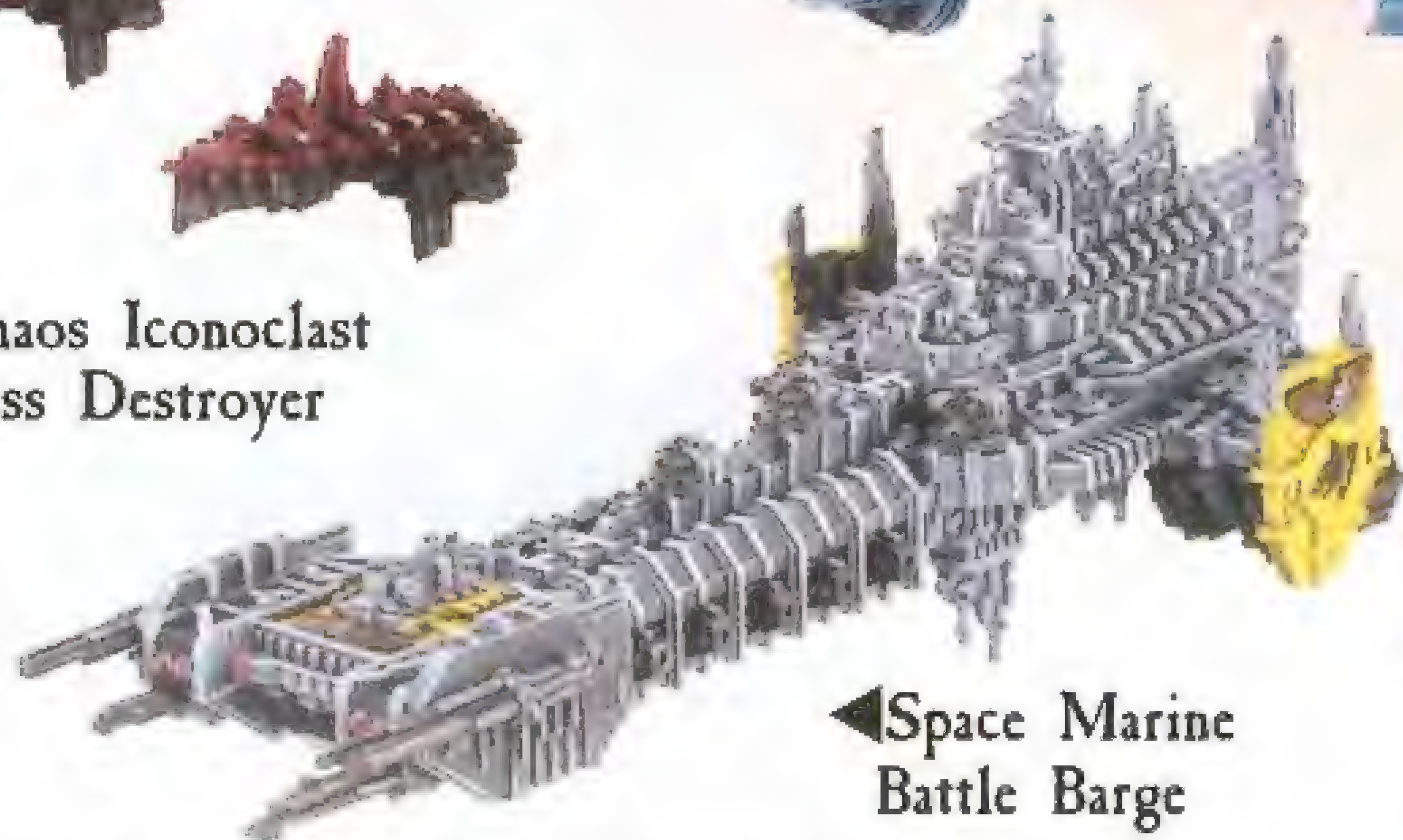
▼ Eldar Aconite Class
Frigate



▲ Chaos Iconoclast
Class Destroyer



◀ Space Marine
Battle Barge



▲ Ork Ravager
Attack Ship



◀ Ork Terror Ship



THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING

TABLETOP BATTLE GAME

THE LORD OF THE RINGS STRATEGY BATTLE GAME

\$39.99 US, \$59.00 CDN



- 128 page full color rulebook
- 48 highly detailed plastic miniatures (8 Men of Gondor, 16 Elves & 24 Moria Goblins)
- Ruined building
- Dice



The Fellowship of the Ring

\$39.99 US, \$59.00 CDN

Sculpted by Brian Nelson

The Fellowship of the Ring boxed set contains Gandalf, Aragorn, Frodo, Sam, Merry, Pippin, Boromir, Legolas & Gimli.



Aragorn



Legolas



Frodo Baggins



Sam Gamgee



Gandalf the Grey



Boromir



Gimli



Pippin



Merry

Warriors of Middle-Earth \$14.99 US, \$20.00 CDN

Sculpted by Brian Nelson, Michael Perry and Alan Perry.

The Warriors of Middle-Earth boxed set contains 4 Men of Gondor, 8 Elves and 12 Moria Goblins.



▼ Saruman the White \$7.99 US, \$12.00 CDN

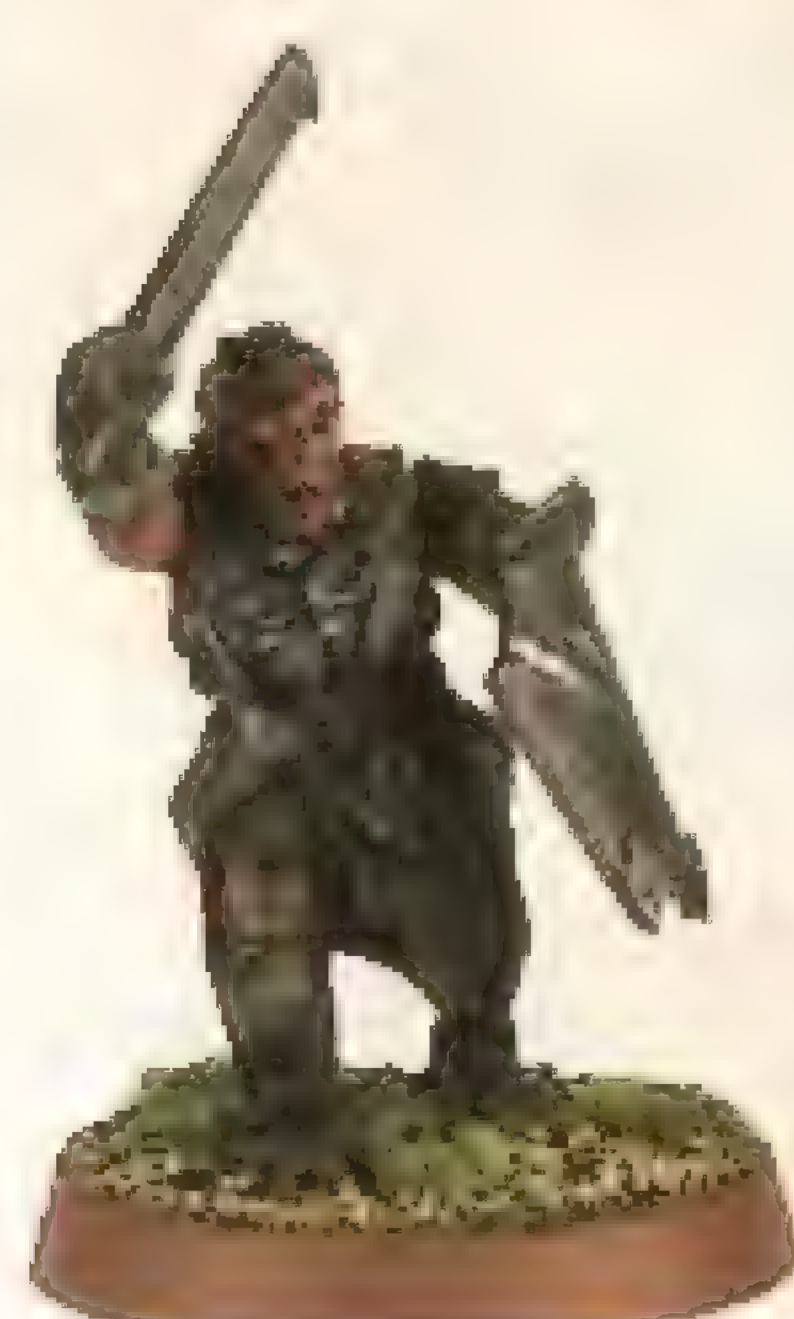
Sculpted by Gary Morley.



▼ Uruk-Hai Warriors \$8.99 US, \$13.00 CDN

Sculpted by Michael Perry and Alan Perry.

This blister pack contains three Uruk-Hai Warriors.



◀ Uruk-Hai Bowmen \$8.99 US, \$13.00 CDN

Sculpted by Michael Perry and Alan Perry.

This blister pack contains three Uruk-Hai Bowmen.



Paint Set \$14.99 US, \$20.00 CDN

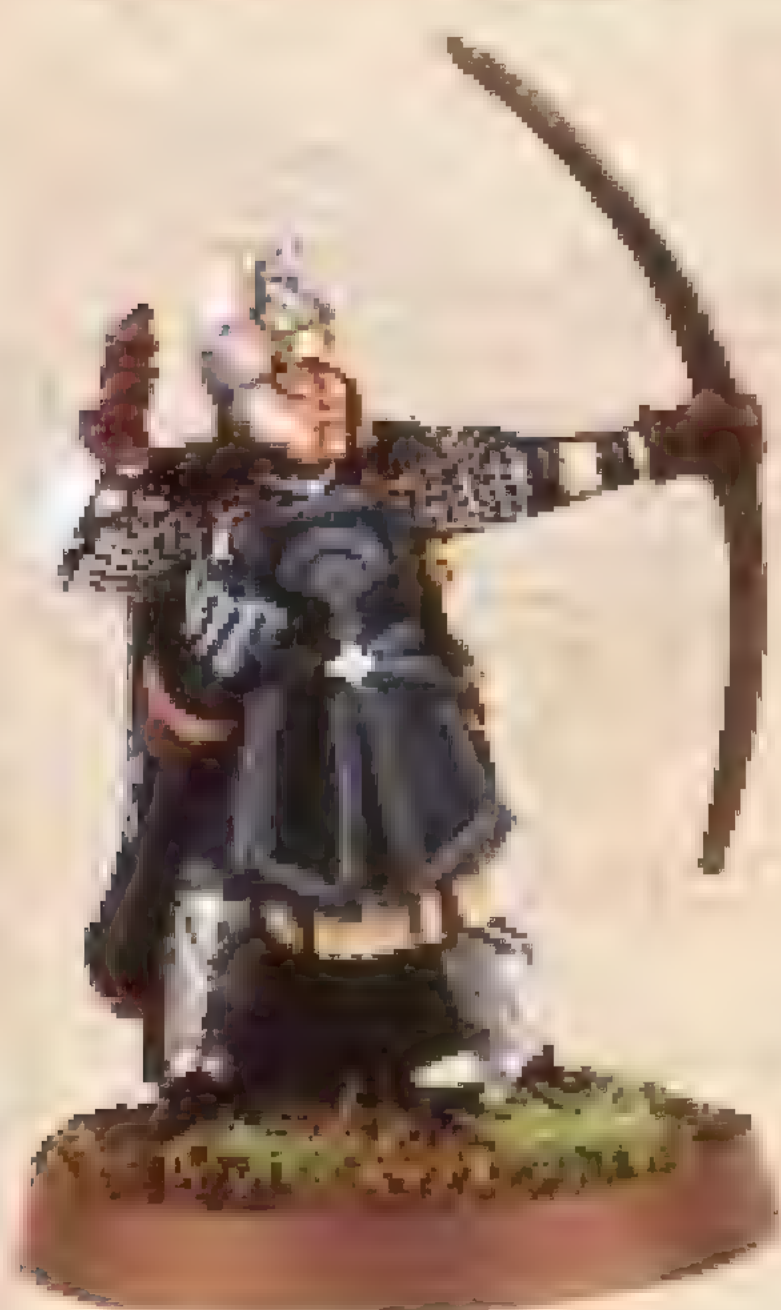
Contains 10 paint pots (4ml each), starter brush & painting guide.



▼ **Elrond**
\$7.99 US,
\$12.00 CDN
Sculpted by
Gary Morley.



▼ **Men of Gondor Spearmen** \$8.99 US, \$13.00 CDN
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This blister pack contains
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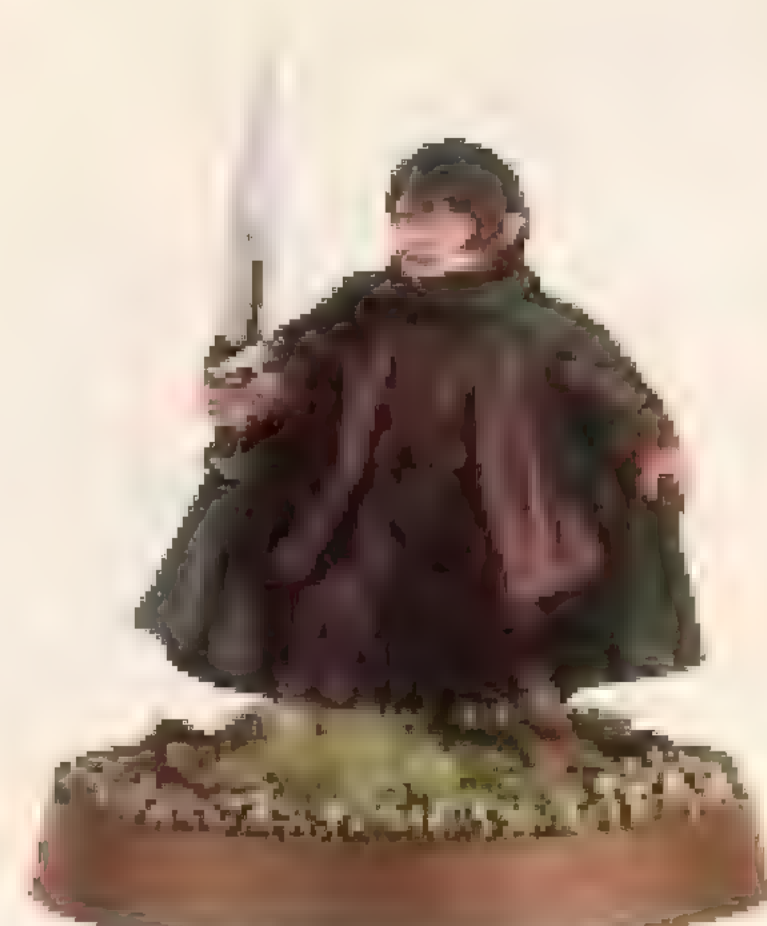
Attack at Weathertop \$39.99 US, \$59.00 CDN

Sculpted by Brian Nelson, Michael Perry and Alan Perry.

The Attack at Weathertop boxed set contains
Aragorn, Frodo, Sam, Merry, Pippin,
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Aragorn



Frodo Baggins



Sam Gamgee



Merry



Pippin



Camp fire



The Witch King



Ringwraith



Ringwraith



Ringwraith



Ringwraith

◀ **Escape from
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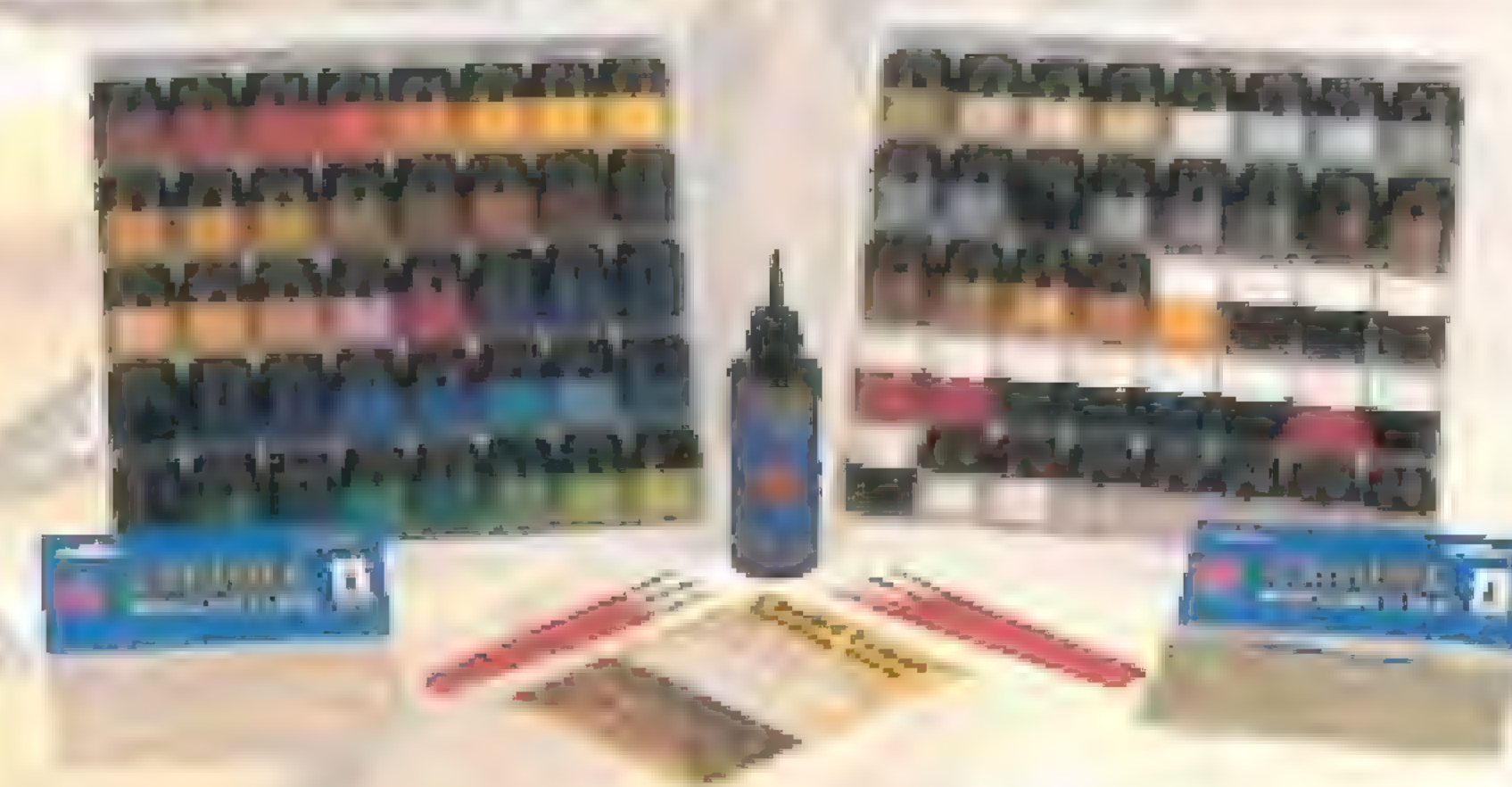


The Warhammer Starter Paint Set contains these colors:
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Citadel Brushes are perfect for applying Citadel Colour acrylic paints to your miniatures. Each is made with fine quality sable hair and is specifically made with miniature painting in mind.

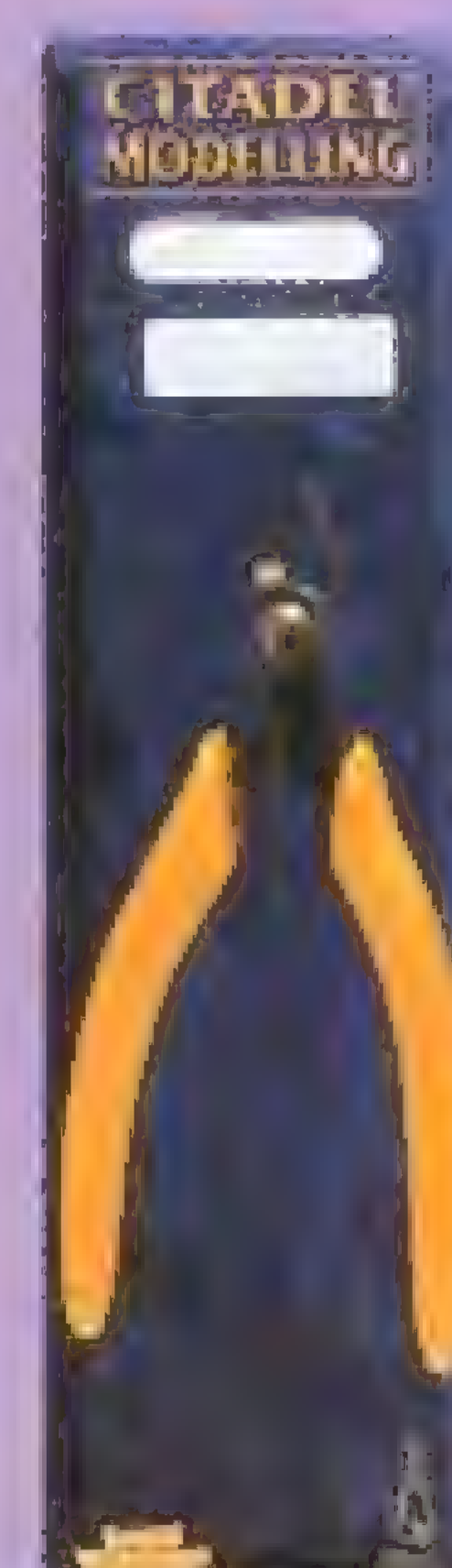
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*Set Includes: Fine Detail Brush, Standard Brush, Small Dry Brush

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One of the most rewarding aspects of the Games Workshop hobby is making your own terrain pieces to spruce up your tabletop battlefield. Hills, rivers, groves of trees, ruined buildings and much, much more can be built with only your imagination as the limit! And with these great tools, no project is too big or too small to become a part of your own great scenery collection.



GW Individual Tools
See List Below For Prices!



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TOOL LIST

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66-08	Saw & Blades	\$28.00	\$19.99
66-09	Cutting Set	\$32.00	\$24.99
66-10	Sculpting Tool	\$7.00	\$4.99
66-11	Pliers	\$15.00	\$10.99
66-12	Tweezers	\$7.00	\$4.99

When using a knife, remember to make all cuts away from yourself, so if the knife slips you don't cut your fingers.

As a matter of fact, please be careful with all tools - safety should always come first!

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Conversions always make your toy soldiers stand out from the crowd. They add that little touch that makes them uniquely yours. But you have to have the right tools for the job. Well, look no further than the Tool Kit for your modeling tool needs. Inside the box you'll get all the essential tools you'll need not only for conversions, but also for making each of your troops look their best by getting them ready to be painted. No self-respecting modeler should be without any of these necessities!

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COMING SOON!

COMING SOON!

COMING SOON!



ROGUE TRADER

HERE TO SERVE YOU!

The Rogue Trader Program was started in 1998 to better serve independent retail shops that carry Games Workshop products across North America. What once only covered retail information and education now includes support for in-store leagues, the infamous Battle Tours, the widely popular Rogue Trader Tournaments, campaigns and more! Today you can expect all kinds of things from the Rogue Trader Program so you can play more games and meet more new opponents than ever before! In the end you want a place where you can go and pit your army against another player, and the Rogue Trader Program helps you find those stores and creates events for you to participate in!



Rogue Trader stores can be found all over North America, and you can most likely find at least one near you! What are they? They are independent retail shops that carry Games Workshop product. To better inform you, we've created a guide showing what lines of product your local retailer carries, whether you can walk in and get a game or pick up a copy of White Dwarf magazine. Plus, this guide also includes their phone number so you can give stores a ring and find out exactly what events are taking place in their shop!

MEGA-BATTLES, CAMPAIGNS, BATTLE TOURS AND MORE!

Where can you get into the best mega-battles where a dozen players can throw their armies together in one massive onslaught at once? How about getting into a month long campaign where your forces can rule a whole realm (if you are a savvy and lucky Commander!), participate in the great Games Workshop Battle Tours, or sign-up for a Rogue Trader Tournament? At your local shop!



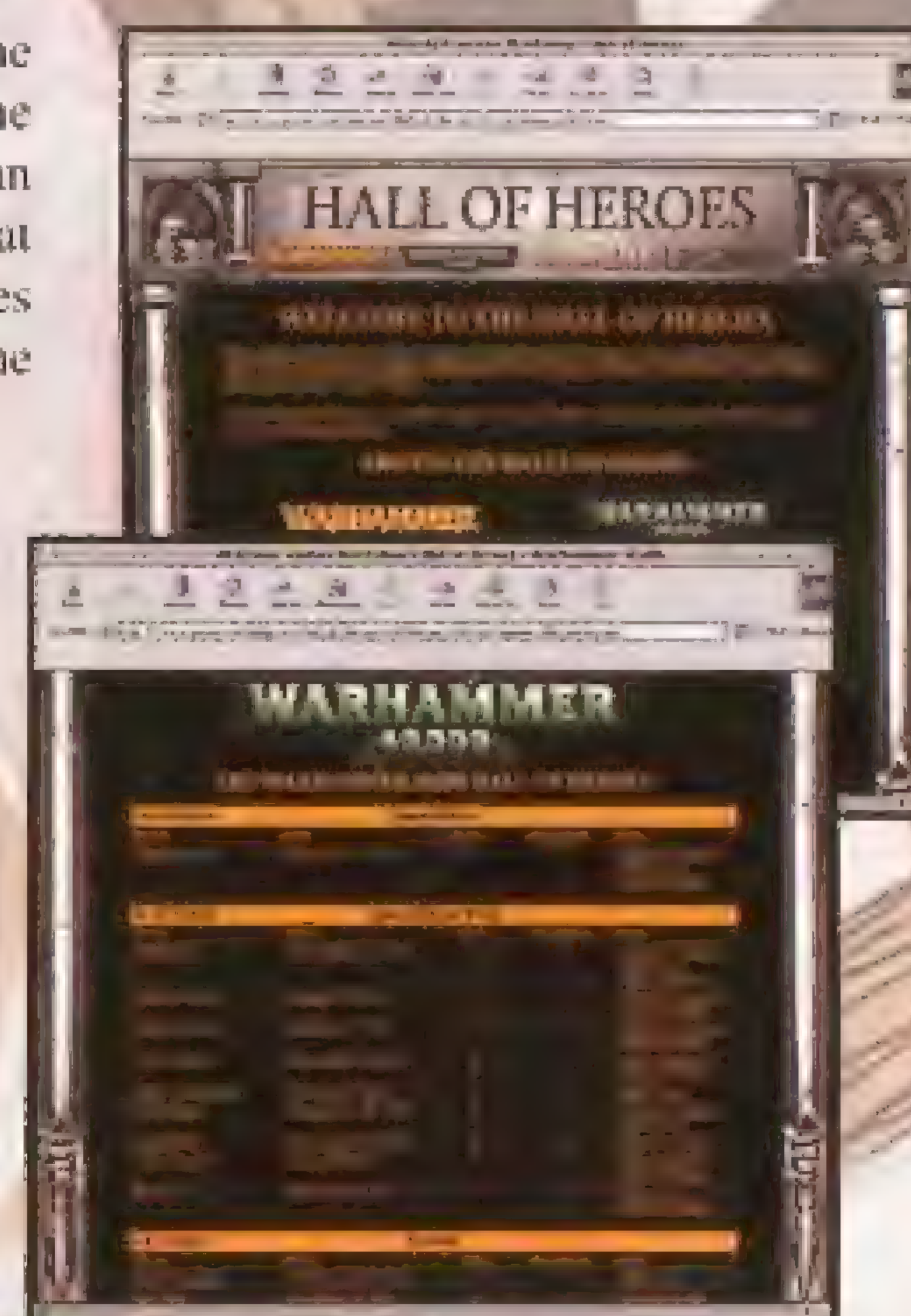
OUTWIT THE ENEMY, WIN GLORY UPON THE BATTLEFIELD, SEE YOUR NAME IN LIGHTS!

Games Workshop's Rogue Trader Tournament System has been designed for you, the players, in an effort to bring a Games Workshop supported and organized tournament system to stores and gaming clubs all over North America. Tournaments are not only a lot of fun, but also a chance to meet new players and game against people in a competitive but fun atmosphere. Just when you think you can't dot another eye on another model - your local Rogue Trader store runs a Rogue Trader Tournament! What better motivator to finish painting your force - or even collect a whole new army?

HALL OF HEROES!

Rogue Trader Tournaments are only the beginning however, because with the Rogue Trader Tournament System you can track the results of the games played at Rogue Trader Tournaments on the Games Workshop website in an area known as the Hall of Heroes.

As you enter into and play in more tournaments your ranking will increase. As you learn the subtleties of your army and refine your tactics in game play, painting, and learn the ultimate secret (that having fun is always more important than winning), you will be able to win special awards that will increase your allotted points and glory! You can then compare your progress with other Commanders and Generals from around the world, see who is on top, and set your sights on toppling them from their thrones.



TRACK DOWN A ROGUE TRADER TOURNAMENT NEAR YOU!

First, check the latest issue of White Dwarf to see which stores are running Rogue Trader Tournaments. Alternatively, you can log onto the web and check the Rogue Trader Tournament website (you can find the link to it on the Games Workshop website).



Once you have found a Rogue Trader Tournament that you want to attend, make sure you call that store and reserve your spot. RTT's fill up quickly! While you are on the phone with the shop, find out the rules that will be applying to that tournament - how many points they are playing with, any special restrictions, etc., etc. Once you have this information, you are ready to begin crafting your army for the tournament!

GET OUT AND PLAY!

The only way to get started down the path of fame and glory is to get out and play! Whip your army into shape, find a Rogue Trader Tournament and start showing why you are the biggest, baddest Warlord around.

Right now as we go to press the current leaders are:

Warhammer 40,000 Rogue Trader Tournament leader is Mike Sager of Lee's Summit, MO with four Overall Champion titles for a total of 37 points.

Warhammer Rogue Trader Tournament leader is Joshua Glantz of Eldred, NY with one Best Army and one Best Appearance title for a total of 26 points.

TAKE THE CHALLENGE!

If you live near any of these champions, make sure you challenge them to a game! Who knows, you could be next to lead the world as top player in Rogue Trader Tournaments, but first you have to start playing! If you can't find any Rogue Trader Tournaments taking place near you, then contact a local store or gaming club and see if they are interested in running or hosting one.

You could be hero for merely getting Rogue Trader Tournaments started in your area, not to mention making it the place to come and game, meet new opponents, and test your army's mettle against dozens of others. After all - you can't have a battle with just one player!

GAMES WORKSHOP MAIL ORDER

Do you not have a Games Workshop Hobby Center or Rogue Trader Retailer Store in your area? Are you unable to get onto the World Wide Web? Are you about to go insane trying to find the latest releases, as well as archived models and bits from Citadel Miniatures? Well, tell the men in the white coats to keep their straitjackets because Games Workshop Mail Order is here for you!

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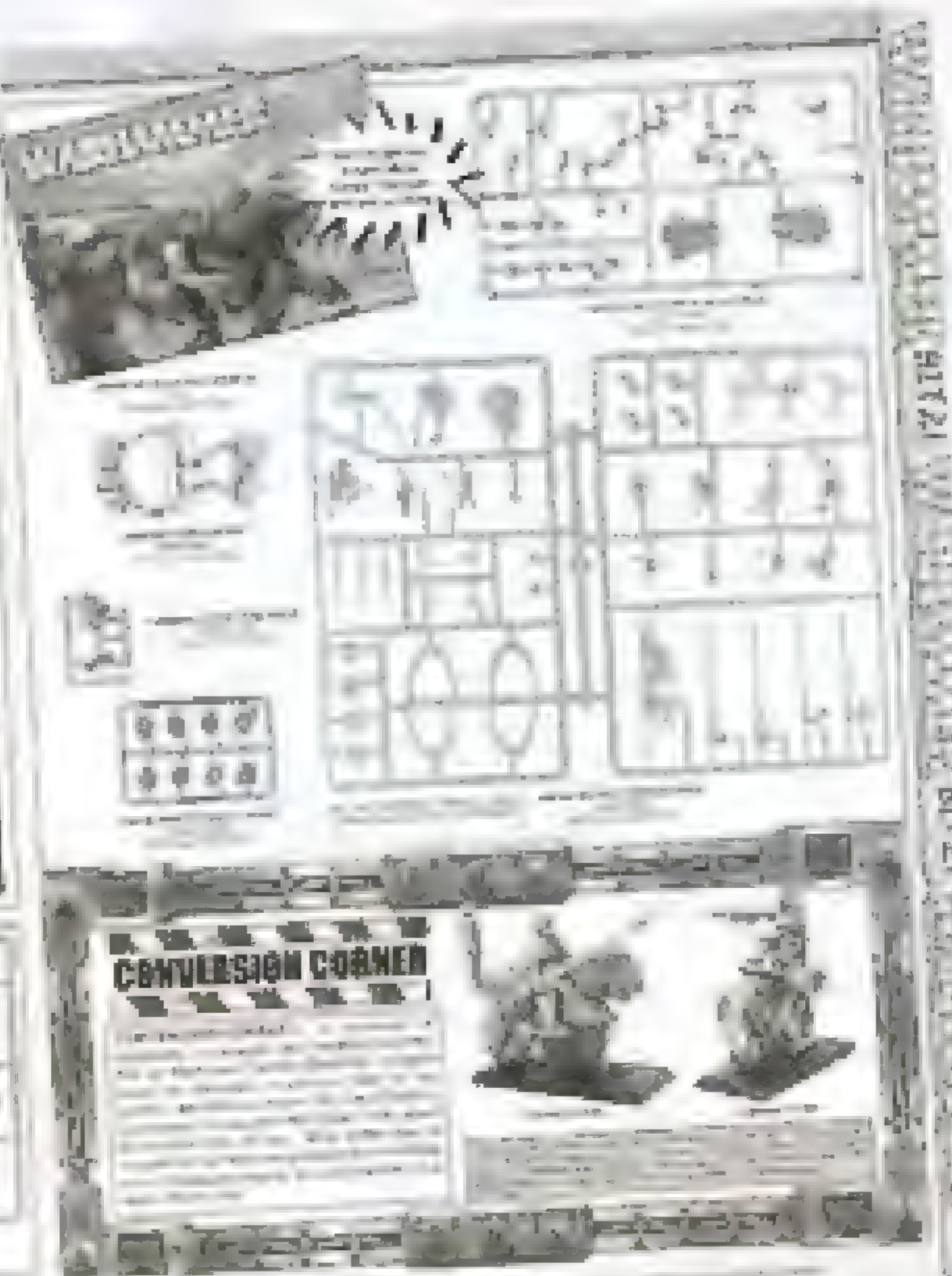
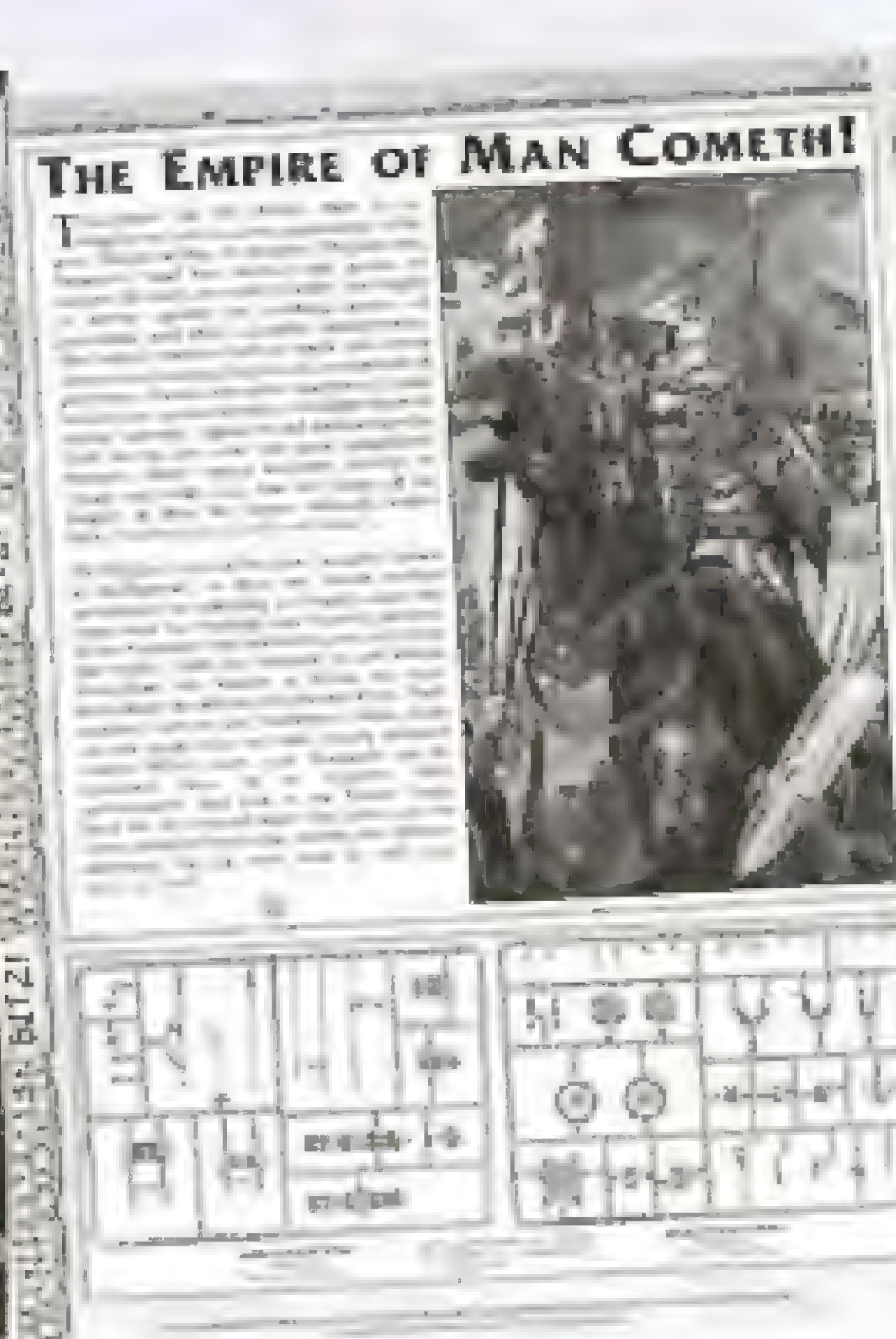
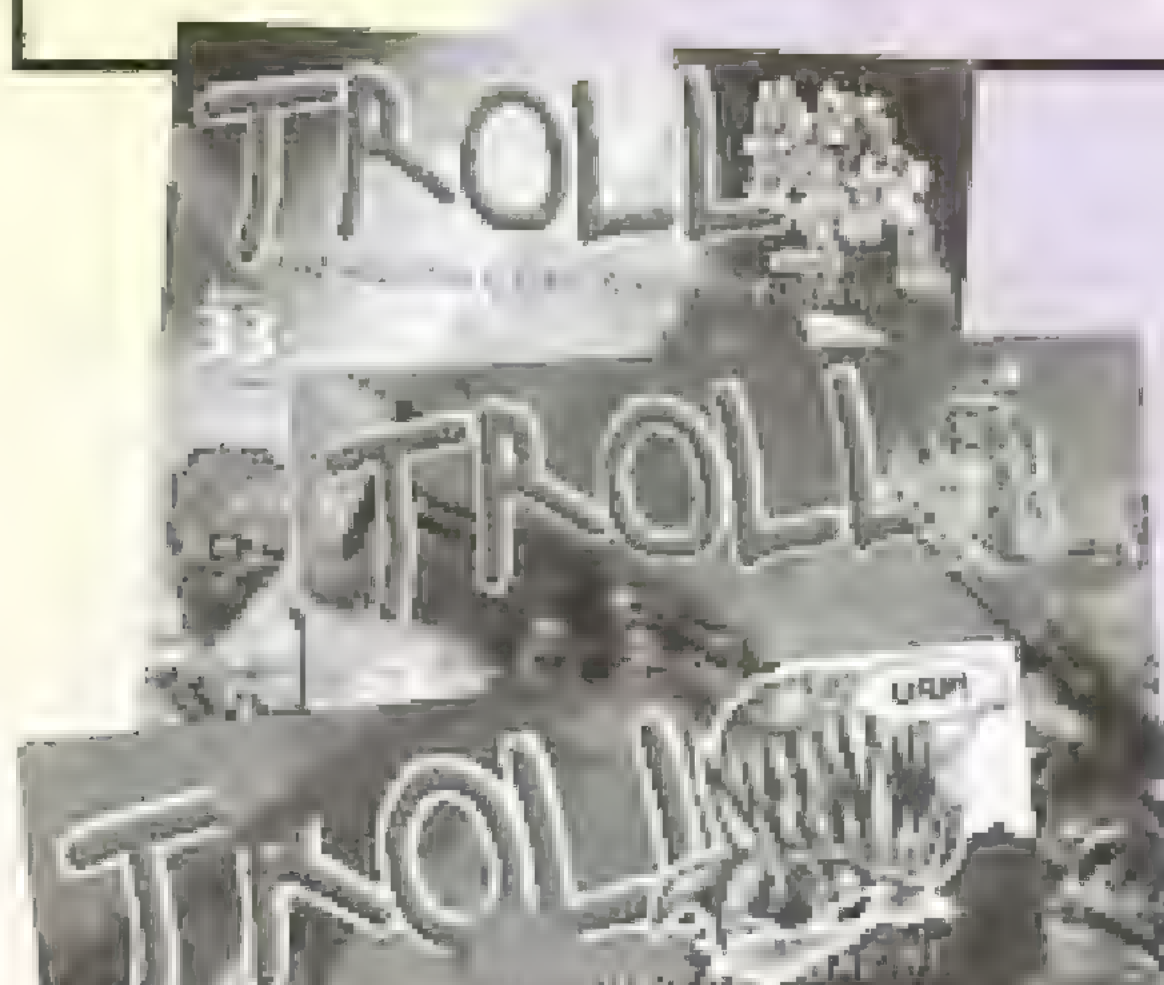
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Troll magazine lets you keep up with the latest in what's available from Games Workshop each and every month. In every issue you'll find the latest releases opened up and splayed out for your bit-shopping perusal along with special features like the legendary "Page O' Shoulder Pads." You'll also find exclusive Mail Order

package deals and loads of conversion ideas like the clockwork knight on the opposite page. The Troll guys even dust off some of the bits from our archive just in case you forgot about them. White Dwarf subscribers get a copy of Troll free with each issue.

So what are you waiting for? Check out the ordering information above and give the Trolls a call today. They're just waiting to hear from you!



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The Battle Wagon will roll from town-to-town, store-to-store, event-to-event bringing the madness of the Mail Order Trolls direct to gamers throughout the country! Individual bits, special deals, bags full of live squigs and more are inside waiting to be unleashed on an unsuspecting world. Don't get caught by surprise, check White Dwarf Magazine or our website for a store near you soon!



MAIL ORDER BITS FOR THE MASSES!

Now you can enjoy the same bitz service in your local store that Games Workshop Mail Order offers to its customers. Being able to sell bitz has been one of the largest things that has separated Mail Order from other retail services in the past, but not any more. This service has been available to the best Rogue Trader stores since the beginning of June, 2001.

Games Workshop Hobby Centers and select Rogue Trader Stores now have a full color set of pages which display all of the most popular metal and plastic bits that are available from Mail Order for you to order.



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WWW.GAMES-WORKSHOP.COM

Apart from all of the news and info you'll find on the site, you also have the chance to become part of the Games Workshop online community. Now you can interact with other hobbyists online via message boards and live chats with your favorite Games Workshop creators.

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Along with the virtual wealth of information you can find on our site, you'll also have the opportunity to visit the Games Workshop Mail Order Online Store. It's a place you can log on to 24 hours a day, 7 days a week and satiate your GW cravings. Not only can you order every available GW game and Citadel Miniatures blister pack or boxed set, but you can also sift through each model's unique set of bits at your leisure. Once you've made all your choices, simply check out through our secure server and wait for your goodies to arrive at your doorstep. It's just that simple.



WHITE DWARF™



White Dwarf Magazine is your ticket to the Games Workshop Hobby! Between the covers you'll find exciting battle reports, full color photos of new releases, hobby articles and much, much more!!!

Subscribe to White Dwarf today, **1 year** for **\$50 U.S./\$85 CDN**, and not only will you get your monthly fix of Games Workshop news, info, Troll magazine and rules delivered to your door each and every month, you'll also get a bonus from the Mail Order Trolls by either receiving **\$25 in product** or **\$30 in loose metal bits!**



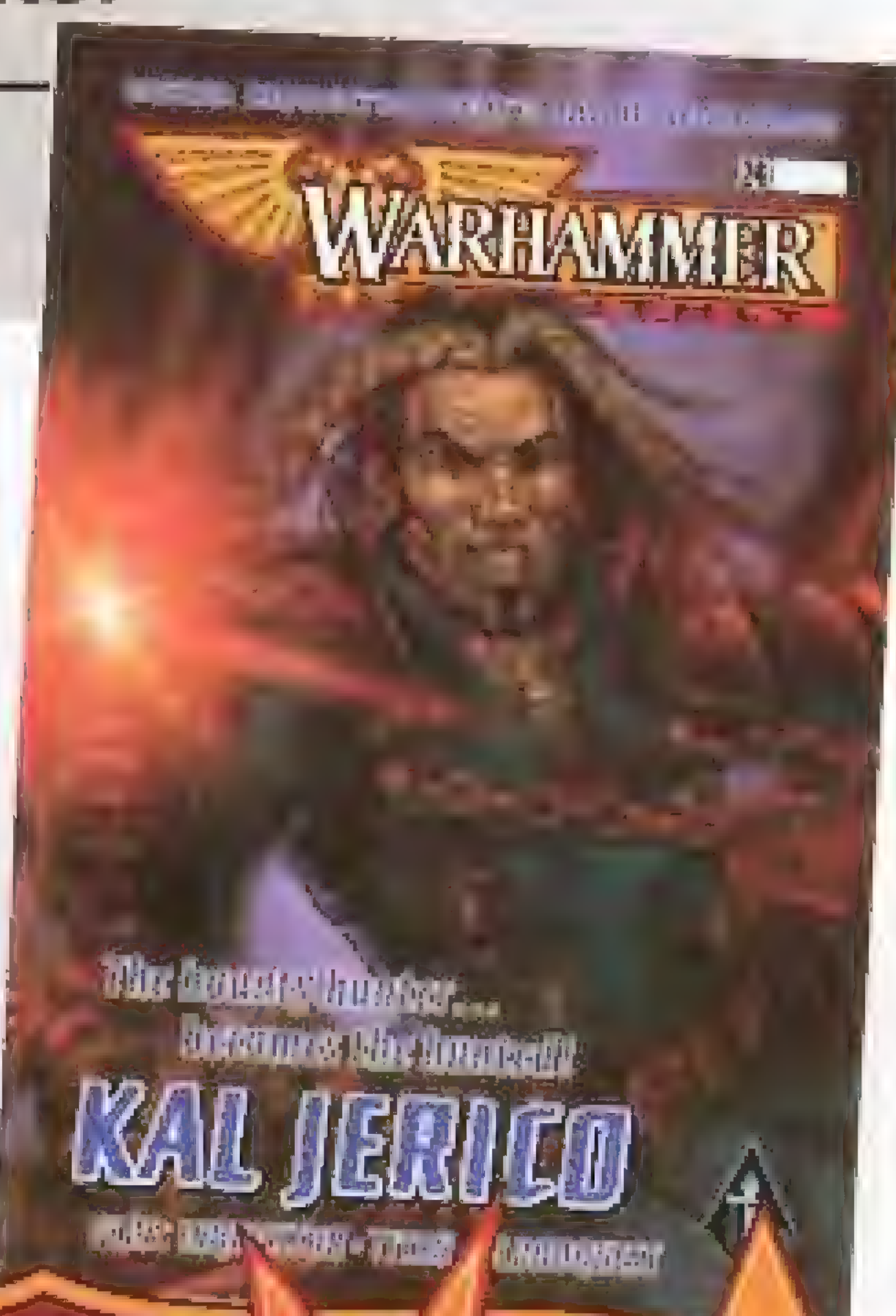
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8005F	SPACE MARINE CHAPLAIN	\$6 99	\$10 00	4005	STATIC GRASS (CDN Code: 7263)	\$4 99	\$7 00
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8006R	SPACE WOLF SCOUTS	\$7 99	\$12 00	9303	LARGE DECIDUOUS TREE	\$7 50	\$8 00
8006S	SPACE WOLF SCOUT W/ ASSAULT WEAPONS	\$7 99	\$12 00	9311	SMALL FIR TREE	\$8 99	\$10 00
8006T	SPACE WOLF RUNEPRIEST	\$6 99	\$10 00	9312	MEDIUM FIR TREE	\$8 99	\$10 00
8006U	SPACE WOLF THRALLS	\$6 99	\$10 00	9313	LARGE FIR TREE	\$7 50	\$8 00
8006V	DEATH COMPANY CHAPLAIN	\$6 99	\$10 00	974504	WARHAMMER FORTRESS (CDN Code: 7450)	\$79 99	\$100 00
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8007B	TERMINATOR LIBRARIAN	\$9 99	\$14 00	CORE GAME			
8007C	CYCLONE TERMINATOR	\$9 99	\$14 00	0110	WARHAMMER	\$74 99	\$110 00
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8007E	TERMINATOR STORMBOLTER	\$8 99	\$13 00	ALBION CAMPAIGN (not shown)			
8007F	TERMINATOR W/HEAVY FLAMER	\$9 99	\$14 00	8597U	ALBION TRUTHSEER	\$7 99	\$12 00
8007G	TERMINATOR LIGHTNING CLAW (6)	\$8 99	\$13 00	8597V	DARK EMISSARY	\$7 99	\$12 00
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8008C	DEATHWING TERMINATOR SERGEANT	\$8 99	\$13 00	8573A	RIVER TROLLS	\$14 99	\$20 00
8008D	DEATHWING TERMINATORS	\$8 99	\$13 00	8573B	STONE TROLLS	\$14 99	\$20 00
8008E	DEATHWING CYCLONE TERMINATOR	\$9 99	\$14 00	983774	FANTASY SWARM (CDN Code: 8377)	\$12 99	\$18 00
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8010C	WOLF GUARD TERMINATOR FLAMER	\$9 99	\$14 00	BLISTERS			
8010D	TERMINATOR RUNEPRIEST	\$9 99	\$14 00	8566A	BRETONNIAN KNIGHTS ERRANT	\$7 99	\$12 00
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8011F	LEGION OF THE DAMNED SERGEANT	\$6 99	\$10 00	8566K	BRETONNIAN GRAIL KNIGHT CHAMPION	\$8 99	\$13 00
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8537E	DAEMON PRINCE	\$24.99	\$32.00	0540	SLANN MAGE-PRIEST	\$39.99	\$55.00
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0543	GREAT UNCLEAN ONE	\$44.99	\$65.00	ARMY BOOK			
1528	KEEPER OF SECRETS	\$44.99	\$65.00	0131	WARHAMMER ARMIES: ORCS & GOBLINS	\$19.99	\$28.00
1594	MINOTAURS	\$49.99	\$70.00	BLISTERS			
977031	CHAOS CHARIOT (CDN Code: 7703)	\$24.99	\$32.00	8541H	ORC SHAMAN	\$7.99	\$12.00
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0738	BEASTMEN	\$12.50	\$16.00	8544C	BLACK ORC COMMAND	\$8.99	\$13.00
979578	CHAOS WARRIOR REGIMENT (CDN Code: 7957)	\$24.99	\$32.00	8544D	GRIMGOR IRONHIDE	\$9.99	\$14.00
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BLISTERS				8545L	ORC BOARBOYZ COMMAND	\$7.99	\$12.00
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8510E	DARK ELF REPEATER BOLT THROWER	\$19.99	\$28.00	8548A	GOBLIN FANATICS	\$8.99	\$13.00
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8511B	DARK ELF COLD ONE KNIGHT COMMAND	\$8.99	\$13.00	8552F	GOBLIN SPEAR CHUKKA	\$9.99	\$14.00
8511E	DARK RIDERS	\$6.99	\$10.00	8597K	ORC WARLORD	\$9.99	\$14.00
8511F	DARK RIDER COMMAND	\$6.99	\$10.00	METAL BOX SETS			
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8512F	DARK ELF SORCERESS ON COLD ONE	\$9.99	\$14.00	1585	ORC WARBOSS ON WYVERN	\$34.99	\$50.00
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8513D	DARK ELF BLACK GUARD COMMAND	\$9.99	\$14.00	PLASTIC BOX SETS			
8513E	DARK ELF EXECUTIONERS	\$5.99	\$8.00	1524	NIGHT GOBLIN REGIMENT	\$24.99	\$32.00
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1610	DARK ELF CHARIOT	\$24.99	\$32.00	BLISTERS			
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8516H	DWARF IRONBREAKERS COMMAND	\$9.99	\$14.00	0839	SKAVEN SCREAMING BELL	\$34.99	\$50.00
8516K	DWARF SLAYER COMMAND	\$9.99	\$14.00	PLASTIC BOX SETS			
8516M	DWARF ENGINEER	\$7.99	\$12.00	1532	SKAVEN CLANRATS REGIMENT	\$24.99	\$32.00
8516N	KING ALRIK & SHIELDBEARERS	\$24.99	\$32.00	VAMPIRE COUNTS (pg. 25)			
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8577B	DWARF ORGAN GUN	\$19.99	\$28.00	0141	WARHAMMER ARMIES: VAMPIRE COUNTS	\$19.99	\$28.00
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8577D	DWARF GYROCOPTER	\$19.99	\$28.00	8569G	UNDEAD ARMORED SKELETONS	\$5.99	\$8.00
8577E	DWARF ROCK LOBBER	\$19.99	\$28.00	8569H	UNDEAD ARMORED SKELETONS COMMAND	\$9.99	\$14.00
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8597D	DWARF RUNESMITH	\$7.99	\$12.00	8570L	ETHEREAL HOST	\$8.99	\$13.00
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8557A	BALTHASAR GELT						

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8803D	SKAVEN CLAN ESHIN SORCERER	\$6.49	\$9.00	1540	CHAOS DESOLATOR BATTLESHIP	\$32.99	\$48.00
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8805B	SIGMARITE SISTER SUPERIOR	\$5.49	\$7.00	1573	ELDAR VOID STALKER	\$32.99	\$48.00
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8805D	SIGMARITE AUGER	\$5.49	\$7.00	3017	CHAOS CRUISERS	\$14.99	\$16.00
8805E	SIGMARITE SISTERS	\$6.49	\$10.00	3018	IMPERIAL CRUISERS	\$14.99	\$16.00
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8806B	MARIENBURGER CHAMPION	\$5.49	\$7.00	8201A	IMPERIAL SWORD CLASS FRIGATES	\$8.49	\$12.00
8806C	MARIENBURGER YOUNGBLOODS	\$6.49	\$8.00	8201B	IMPERIAL COBRA CLASS DESTROYERS	\$8.49	\$12.00
8807A	MIDDEHEIMER CAPTAIN	\$7.49	\$11.00	8201C	IMPERIAL FIRESTORM CLASS FRIGATE	\$8.49	\$12.00
8807B	MIDDEHEIMER CHAMPION	\$5.49	\$7.00	8201D	IMPERIAL DAUNTLESS LIGHT CRUISER	\$8.49	\$12.00
8807C	MIDDEHEIMER YOUNGBLOODS	\$6.49	\$8.00	8210A	CHAOS IDOLATOR CLASS RAIDER	\$8.49	\$12.00
8808A	WITCH HUNTER CAPTAIN	\$7.49	\$11.00	8210B	CHAOS INFIDEL CLASS RAIDER	\$8.49	\$12.00
8808B	WITCH HUNTER	\$5.49	\$7.00	8210C	CHAOS ICONOCLAST DESTROYERS	\$8.49	\$12.00
8808C	WARRIOR PRIEST	\$5.49	\$8.00	8210D	CHAOS REPULSIVE GRAND CRUISER	\$14.99	\$18.00
8808D	WITCH HUNTER FLAGELLANTS	\$6.49	\$8.00	8220A	ELDAR ECLIPSE CRUISERS	\$14.99	\$18.00
8808E	WITCH HUNTER ZEALOTS	\$6.49	\$8.00	8220B	ELDAR SHADOW CRUISER	\$14.99	\$18.00
8808F	WARHOUNDS	\$7.49	\$11.00	8220C	ELDAR HELLEBORE FRIGATES	\$8.49	\$12.00
8809A	CULT MAGISTER	\$7.49	\$11.00	8220D	ELDAR ACONITE FRIGATES	\$8.49	\$12.00
8809B	CULT POSSESSED	\$12.49	\$14.00	8220E	ELDAR NIGHTSHADE DESTROYERS	\$8.49	\$12.00
8809D	CULT DARKSOUL	\$5.49	\$8.00	8220F	ELDAR HEMLOCK DESTROYERS	\$8.49	\$12.00
8809E	CULT BRETHREN	\$6.49	\$8.00	8230A	ORK KILL KROOZER	\$14.99	\$18.00
8809F	CULT BEASTMEN	\$6.49	\$8.00	8230B	ORK TERROR SHIP	\$14.99	\$18.00
8810A	VAMPIRE	\$7.49	\$11.00	8230C	ORK ONSLAUGHT SHIP	\$8.49	\$12.00
8810B	NECROMANCER	\$5.49	\$8.00	8230D	ORK RAVAGER ATTACK SHIPS	\$8.49	\$12.00
8810C	DREGS	\$6.49	\$9.00	8230E	ORK SAVAGE GUNSHIPS	\$8.49	\$12.00
METAL BOXED SETS				8230F	ORK BRUTE RAMSHIPS	\$8.49	\$12.00
1801	SISTERS OF SIGMAR	\$30.49	\$45.00	8240A	SPACE MARINE STRIKE CRAFT	\$8.49	\$12.00
1802	WITCH HUNTER WARBAND	\$30.49	\$45.00	BATTLEFLEET GOTHIC FROM FANATIC			
1803	CULT OF THE POSSESSED WARBAND	\$30.49	\$45.00	MODELS			
1804	UNDEAD WARBAND	\$30.49	\$45.00	FBGM001	TYRANID HIVE SHIP	\$17.50	\$38.00
PLASTIC BOX SETS				FBMG002-004	TYRANID DRONE SHIPS	\$3.50each	\$8.00each
3023	SKAVEN WARPHUNTERS	\$17.50	\$25.00	FBGM005	NECRON CAIRN CLASS TOMBSHIP	\$32.99	\$48.00
3024	HUMAN HENCHMEN	\$17.50	\$25.00	FBGM006	NECRON SCYTHE HARVEST CRUISER	\$14.99	\$18.00
SCENERY				FBGM007	NECRON JACKYL CLASS RAIDER	\$3.00	\$6.75
5001	BLOOD ON THE STREETS (MORDHEIM SCENERY)	\$24.99	\$35.00	FBGM008	NECRON DIRGE CLASS RAIDER	\$2.00	\$4.50
MORDHEIM FROM FANATIC				FBGM009	FURIOUS CLASS CRUISER	\$14.99	\$22.50
MODELS				HOBBY SUPPLIES (pg. 35)			
FMDM001-006	MORDHEIM EMPIRE AVERLANDERS	\$3.25 each	\$7.50each	G6Z00047	GW FIGURE CASE (CDN Code: LOGO)	\$39.99	\$55.00
FMDM022-030	MORDHEIM EMPIRE OSTLANDERS	\$3.25 each	\$7.50each	0710	HOW TO BUILD WARGAMES TERRAIN	\$24.99	\$32.00
FMDM031	MORDHEIM ULLI & MARQUAND	\$18.00	\$36.00	985753	COLLECTING WARGAMES ARMIES (CDN Code: 8575)	\$14.99	\$20.00
FMDM07-17	MORDHEIM HIGH ELF SHADOW WARRIORS	\$3.25 each	\$7.50each	0693	MOVEMENT TRAYS	\$9.99	\$14.00
WARMMASTER (pg. 28)				1060	CITADEL SUPER GLUE	\$4.99	\$7.50
BOOK				1062	CITADEL POLYSTYRENE CEMENT	\$4.99	\$7.50
0007	WARMMASTER	\$34.99	\$50.00	66-04	SIDE CUTTERS	\$12.99	\$18.00
BLISTERS				66-05	PIN VICE SET	\$12.99	\$17.00
8301A	HIGH ELF SPEARMEN	\$7.99	\$12.00	66-06	FILE SET	\$9.99	\$14.00
8301B	HIGH ELF ARCHERS	\$7.99	\$12.00	66-08	SAW & BLADES	\$19.99	\$28.00
8301C	HIGH ELF REAVER KNIGHTS	\$8.99	\$13.00	66-09	CUTTING SET	\$24.99	\$28.00
8301D	HIGH ELF SILVER HELMS	\$8.99	\$13.00	66-10	SCULPTING TOOL	\$4.99	\$7.00
8301E	HIGH ELF CHARIOTS	\$8.99	\$13.00	66-11	PLIERS	\$10.99	\$15.00
8301F	HIGH ELF HEROES AND WIZARDS	\$8.99	\$13.00	66-12	TWEEZERS	\$4.99	\$7.00
8301G	HIGH ELF REPEATING BOLT THROWER	\$7.99	\$12.00	66-13	MODELING PUTTY	\$8.99	\$13.00
8301H	HIGH ELF HERO ON DRAGON	\$9.99	\$14.00	66-29	PAINTING STATION	\$29.99	\$45.00
8301J	HIGH ELF HERO ON GIANT EAGLE	\$7.99	\$12.00	66-34	NEW TOOL KIT	\$49.99	\$70.00
8302A	SKELETONS	\$7.99	\$12.00	8391	PVA GLUE	\$4.99	\$7.50
8302B	SKELETON BOWMEN	\$7.99	\$12.00	PLASTIC ACCESSORIES			
8302C	UNDEAD CHARACTERS	\$8.99	\$13.00	4000	40K TEMPLATES (CDN Code: 7389)	\$5.99	\$8.00
8302D	UNDEAD CAVALRY	\$8.99	\$13.00	65-05	BATTLE DICE	\$4.99	\$10.00
8302E	UNDEAD CHARIOTS	\$8.99	\$13.00	66-19	25MM SQUARE BASES	\$4.99	\$7.00
8302F	SKULL CHUCKER	\$7.99	\$12.00	66-20	CAVALRY BASES	\$4.99	\$7.00
8302G	UNDEAD BONE THROWER	\$7.99	\$12.00	66-21	40MM MONSTER BASES	\$4.99	\$7.00
8302H	UNDEAD CARRION	\$7.99	\$12.00	66-22	FLYING BASES	\$4.99	\$7.00
8302J	BONE GIANT	\$9.99	\$14.00	66-23	25MM ROUND BASES	\$4.99	\$7.00
8302K	UNDEAD SPHINX	\$8.99	\$13.00	66-24	20MM SQUARE BASES	\$4.99	\$7.00
8302L	UNDEAD HERO ON ZOMBIE DRAGON	\$9.99	\$14.00	66-25	50MM LARGE MONSTER BASES	\$4.99	\$7.00
8303A	EMPIRE HALBERDIERS	\$7.99	\$12.00	66-26	LARGE FLYING BASES	\$4.99	\$7.00
8303B	EMPIRE HAND GUNNERS	\$7.99	\$12.00	66-27	LARGE REGIMENT STANDS	\$4.99	\$7.00
8303C	EMPIRE CROSSBOWMEN	\$7.99	\$12.00	66-28	SMALL REGIMENT STANDS	\$4.99	\$7.00
8303D	EMPIRE HEROES & WIZARDS	\$8.99	\$13.00	66-31	LARGE ROUND BASES	\$4.99	\$7.00
8303E	EMPIRE FLAGELLANTS	\$7.99	\$12.00	66-32	EXTRA LARGE ROUND BASES	\$4.99	\$7.00
8303F	EMPIRE SKIRMISHERS	\$7.99	\$12.00	66-33	SPACE MARINE JUMP PACKS	\$12.99	\$17.00
8303G	EMPIRE KNIGHTS	\$8.99	\$13.00	8901H	SPACE MARINE CLOSE COMBAT SPRUE	\$2.99	\$5.00
8303H	EMPIRE PISTOLIERS	\$8.99	\$13.00	BLACK LIBRARY (not shown)			
8303J	EMPIRE CANNONS	\$7.99	\$12.00	GRAPHIC NOVELS			
8303K	EMPIRE HELLBLASTER VOLLEY GUN	\$7.99	\$12.00	KAL1	KAL JERICO	\$6.95	\$10.00
8303L	EMPIRE STEAM TANK	\$8.99	\$13.00	KAL2	KAL JERICO 2	\$6.95	\$10.00
8303M	EMPIRE HERO ON GRIFFON	\$9.99	\$14.00	REDEEM1	THE REDEEMER	\$10.95	\$15.00
8303N	EMPIRE GRAND THEOGONIST ON WAR ALTAR	\$9.99	\$14.00	TITAN1	TITAN	\$6.95	\$10.00
8304A	DWARF WARRIORS	\$7.99	\$12.00	TITAN2	TITAN 2	\$10.95	\$15.00
8304B	DWARF RANGERS	\$7.99	\$12.00	TACTIC01	OBVIOUS TACTICS	\$6.95	\$10.00
8304C	DWARF TROLLSLAYERS	\$7.99	\$12.00	BLOOD2	BLOODQUEST 2	\$10.95	\$15.00
8304D	DWARF CANNONS	\$7.99	\$12.00	DEFAY1	INQUISITOR ASCENDANT	\$10.95	\$15.00
8304E	DWARF FLAMECANNON	\$8.99	\$13.00	DARKBLADE01	DARKBLADE	\$6.95	\$10.00
8304F	DWARF CHARACTERS	\$8.99	\$13.00	DARKBLADE02	DARKBLADE 2	\$10.95	\$15.00
8304G	DWARF GYROCOPTER	\$8.99	\$13.00	ART BOOKS			
8304H	DWARF THUNDERERS	\$7.99	\$12.00	ART01	THE GOTHIC AND THE ELDRITCH	\$29.95	\$45.00
8305A	CHAOS CHARACTERS	\$8.99	\$13.00	CAL2002	WARHAMMER 2002 CALENDAR	\$14.99	\$20.00
8305B	CHAOS WARRIORS	\$7.99	\$12.00	NOVELS			
8305C	CHAOS MARAUDERS	\$7.99	\$12.00	BLP-1006	TROLLSLAYER	\$6.95	\$10.00
8305D	CHAOS KNIGHTS	\$8.99					

Be on the lookout for these models AND MORE in the not too distant future. Check White Dwarf and the GW Website for more up to date information!



▲HIGH ELF DRAGON PRINCES



▲HIGH ELF DRAGON PRINCE OF CALEDOR
IMRIK ON DRAGON



▲SKAVEN STORMVERMIN



▲SKAVEN WARLORD



▲SKAVEN
RATLING GUN



▲SKAVEN RAT OGRES



▲SKAVEN ASSASSINS



▲SKAVEN
ENGINEER



▲NECRON WARRIORS



▲NECRON DESTROYER





Holiday

WISH
SCROLL



Make sure to make plenty of photocopies of this form to give to your (hopefully) multiple gift givers.

It's that time of year again, time for people to run around maniacally gathering gifts for their loved ones, and then their loved ones running around maniacally trying to exchange those gifts, because they aren't quite what they were looking for. Remove yourself (and the people buying you gifts) from this scenario by using our official Games Workshop Holiday Wish Scroll! It will make it plain as day to your generous benefactors (the folks giving you gifts) what it is you'd like to receive.

Product Code

Holiday Loot Description & Price

CHRISTMAS BUNDLE DEALS!

Ho, Ho, Ho! It's the season of giving again and the Trolls are in their **givingest** mood of the year! This Holiday Catalog has reached you just in time to tell you about the amazing, unbelievable, incredible, some might say, inconceivable Christmas Bundle Deals! With all of the orders flying through each and every day, sometimes the Trolls lose control and can't help but toss in a bunch of extra stuff with them! Now is your chance to get in on the action with (c'mon everybody sing along) the Christmas Bundle Deals! Take a look at the chart below and you'll see that the more you buy, the more FREE stuff you get. (you read right, it says FREE!) You say you don't want to buy all that much stuff? Well, that's when it's time to get all of your friends together to place that one big order for all of the stuff you've been talking about getting. That way none of you have to miss out on the (one more time, with feeling) CHRISTMAS BUNDLE DEALS! Order today!

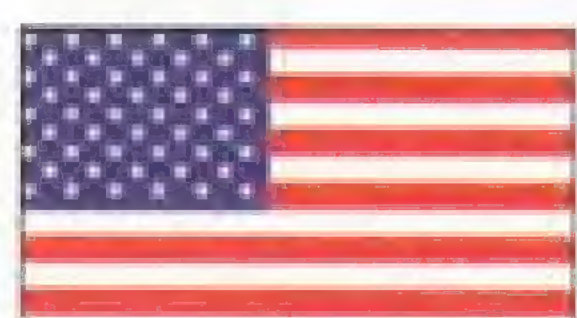
WHEN YOU ORDER:

\$150.00 to \$199.00
\$200.00 to \$249.00
\$250.00 to \$299.00
\$300.00 to \$349.00
\$350.00 and Up

YOU WILL GET CREDIT FOR:

An Additional \$9.00 of FREE Stuff
An Additional \$14.00 of FREE Stuff
An Additional \$20.00 of FREE Stuff
An Additional \$27.00 of FREE Stuff
An Additional \$35.00 of FREE Stuff

PLUS! All orders over \$350.00 get FREE Shipping and Handling!
Gather your Goodies and Place Your Bundle Deal Order Today!



When ordering from the US, the prices on the chart are in US dollars



When ordering from Canada, the prices on the chart are in Canadian dollars

(That's right friends, for these deals the Canadian Dollar rules!)

"Yes, but which 'Dollars' are you referring to?"

As you're no doubt aware, the US and Canadian Dollars can vary vastly (depending on which way the wind is blowing). That's why we've made it simple for everyone. Christmas Bundle Deal offer Expires January 1st, 2002!

